

Title: **!!THROWBACK FORTRESS!! (v0.23a | FINALE COMING SOOOOOOOOON!)**
Post by: **DolosusDoleus** on **March 10, 2016, 06:55:09 pm**

Quote from: Vuohijumala on April 04, 2016, 03:21:24 pm

"Welcome to Boarpaints! Oh, no, ignore the gory charred mess all over the gate, it's perfectly safe here with zero chance of unicorn-assisted forcible ventilation, gibbering insanity or dwarf-induced, catastrophic melting of everything."



Prologue:
[Spoiler](#) (click to show/hide)
A battered rat leather journal lies at your feet. Unmarked and yellowed from years of age, it seems strange, as if it was from sort of more primitive era. Unbeknownst to you, you stand before the history of one of the strangest, one of the most impossible artifacts of our time.

You pick it up, open it and begin reading.

"24th Opal 1453

Today we finally arrived at our embark site and man, I have to say that this is some weird, messed up place. I mean, I know we call it the hills of plague for a reason, but something seems... off. The rest of the lads feel uneasy too. I suppose the King has his reasons to send us here, but damn. What the hell does he want with this place??

25th Opal 1453

The miners began digging into the mountain today, and after going through no more than 20 urists, they found this... thing. I've never seen anything like it in my entire life, its like a doorway, but with no door. Gives me the creeps, that's what it does.

28th Opal 1453

That doorway thing that I was talking about earlier? Damn thing started glowing purple today. Gives me the creeps, thats what it does. We're gonna stay far, far away from it.

29th Opal 1453

I woke up today, and the fortress was... gone. Nothing here is any way recognizable. And everyting looks... flat.

Something has gone horribly wrong.

!!THROWBACK FORTRESS!!

~~~~~

The difference between 2D and 3D dwarf fortress is simply staggering. With the introduction of v0.30, caverns were introduced, the dwarven economy was removed, and the entire game's systems were given a complete overhaul.

So my proposition is that we go back to the days of Boatmurdered and give ol' v0.23a a go again! Will we survive? Will we prosper? Who am I kidding, we're all going to die horribly. But we can give it a try!

Overseer Rules:  
[Spoiler](#) (click to show/hide)

Please make updates in character! It makes the thread more pleasant to read.

The more screenshots in your updates, the better.

Please make sure to make some sort of way to let us know you're alive after your turn starts! If you do not make any posts for 72 hours while it is you turn you will be skipped! In addition, if you don't make a post within 24 hours of the last save being posted, you will also be skipped.

If I have to remind you to keep the thread notified three times, you will be immediately booted out of the turn list. I'm sorry, but I've had to remind people about this too any times now.

No using exploits! They cheapen the whole succession experience!

No using custom tilesets! Some people don't know how to uninstall them and if you fuck up our display tiles you'll have hell to pay.

No digging up the adamantine until we are well and truly fucked! We don't want a premature endgame!

EDIT: We are using a patched .exe developed by quietust to deal with some annoying bugs. It is highly reccomended that you use it. To use it, simply replace your dwarf fortress exe with the one in the link below:

USE IT (<http://dff.d.bay12games.com/file.php?id=11887>)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 10, 2016, 06:55:47 pm**

[Spoiler](#) (click to show/hide)  
Finished Turn Aborted Midway Skipped Current

DolosusDoleus 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg6879446#msg6879446>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6889823#msg6889823>) save (<http://dff.d.bay12games.com/file.php?id=11880>)  
jwoodward48df 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg6898030#msg6898030>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6899351#msg6899351>) 3  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6901061#msg6901061>) save (<http://dff.d.bay12games.com/file.php?id=11894>)  
KingMurdoc 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg6901196#msg6901196>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6912742#msg6912742>) 3  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6913732#msg6913732>) save (<http://dff.d.bay12games.com/file.php?id=11914>)  
EyoyaBosan 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg6916197#msg6916197>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6917998#msg6917998>) 3  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6919942#msg6919942>) save (<http://dff.d.bay12games.com/file.php?id=11920>)  
Zanzetkuken The Great 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg6929735#msg6929735>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6931881#msg6931881>) 3  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6941999#msg6941999>) save (<http://dff.d.bay12games.com/file.php?id=11958>)  
Gwolfski  
TheImmortalRyukan  
snow dwarf  
Arcvasti 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg6958602#msg6958602>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6960691#msg6960691>) 3  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6962622#msg6962622>) 4  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6969372#msg6969372>) 5  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6976371#msg6976371>) 6  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6982818#msg6982818>) 7  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6993089#msg6993089>) 8  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg6999060#msg6999060>) save (<http://dff.d.bay12games.com/file.php?id=12033>)  
Gwolfski 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7006688#msg7006688>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg7007880#msg7007880>) save (<http://dff.d.bay12games.com/file.php?id=12083>)  
snow dwarf  
MoonyTheHuman 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7021971#msg7021971>)  
El Rey De Los Monos 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7036463#msg7036463>)  
Edward Tohr 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7041655#msg7041655>) save  
(<http://dff.d.bay12games.com/file.php?id=12132>)  
Imic  
Kleanea 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7049063#msg7049063>) save  
(<http://dff.d.bay12games.com/file.php?id=12145>)  
Vuohijumala 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7064141#msg7064141>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg7072126#msg7072126>) save (<http://dff.d.bay12games.com/file.php?id=12200>)  
TheImmortalRyukan  
snow dwarf  
NCommander 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7078502#msg7078502>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg7078678#msg7078678>) 3  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg7078705#msg7078705>) 4  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg7078795#msg7078795>) 5,6,7,8  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg7084195#msg7084195>) save (<http://dff.d.bay12games.com/file.php?id=12248>)  
Gwolfski 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7104538#msg7104538>) save  
(<http://dff.d.bay12games.com/file.php?id=12271>)  
snow dwarf  
Dozebom Lolumzalis  
ApatheticExcuse 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7125531#msg7125531>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg7126783#msg7126783>)  
KingMurdoc  
NCommander 1 (<http://www.bay12forums.com/smf/index.php?topic=156873.msg7306793#msg7306793>) 2  
(<http://www.bay12forums.com/smf/index.php?topic=156873.msg7306848#msg7306848>) save (<http://dff.d.bay12games.com/file.php?id=12626>)

## Dorfing List

[Spoiler](#) (click to show/hide)  
peregarret:None Specified:None Specified:None Specified

Everybody else on the turnlist. Titles can be found by going through the unit list.

Please put dorfing requests in the form  
(Name):(Profession):(Job Title):(Gender)

If you don't have a preference for a field, replace it with "None Specified"

All overseers will be automatically dorfed.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 10, 2016, 06:56:04 pm**

## Quote Bank

[Spoiler](#) (click to show/hide)  
[Quote from: KingMurdoc on April 02, 2016, 11:26:49 pm](#)

You know, sometimes I wonder why we stuff ourselves into caves, breathing this musty, dank air, our eyes adjusting to the darkness so much that sunlight is enough to nauseate, dealing with the horrors of the deep, instead of living freely on the surface.

And then I remember that nature fucking hates our guts.

[Quote from: KingMurdoc on April 07, 2016, 01:58:56 pm](#)  
also, do the trick where you put a bridge over a channel at the entrance, so the channel eats the magma instead of it smelting dwarfite bars.

[Quote from: jwoodward48df on April 10, 2016, 04:01:16 pm](#)

Let me get this straight. Year 1, goes okay. My year, goes okay. 3rd year, goes okay until the overseer burns the world and us along with it. 4th year, THE OVERSEER UNLEASHES HELL. Welp, that was fast for a fort to die. Guess I shouldn't have expected anything more from Bay12 + v.23a.

Quote from: [Taupe](#) on May 21, 2016, 11:57:40 pm

Quote from: [KingMurdoc](#) on May 21, 2016, 08:56:56 pm

wait, you fixed FUCKUNICORNS? As in, it doesn't also flood the fort with magma?

Well, thats only a minor design flaw. If it kills unicorns, it kills unicorns.

Quote from: [KingMurdoc](#) on June 12, 2016, 09:29:37 pm

we have perfectly viable defenses in the form of a giant magma lever of doom

Quote from: [KingMurdoc](#) on July 05, 2016, 05:23:48 pm

How in the blazes does flooding the fort with magma end up with a LOWER death toll than this?

Quote from: [DolosusDoleus](#) on July 10, 2016, 01:05:00 am

Holy crap. You know, I think this is the first succession fort that I've seen which involves noble genocide.

Quote from: [Fleeting Frames](#) on July 24, 2016, 01:16:27 am

...While you're still promoting fire-safe housing and design with these community fortresses, saying that we are inspired to follow your example feels off, somehow.

Quote from: [KingMurdoc](#) on August 10, 2016, 06:23:03 pm

i love how people in this fort thought one extremely flawed flooding device wasn't enough, so they built another extremely flawed flooding device that has to be cleaned up using the first one, which has itself been modified at least twice (once to fix it flooding the fort, and then again to. . . make it flood the fort again. We're good at this.)

Quote from: [Zanzetkuken The Great](#) on August 09, 2016, 10:27:13 pm

Quote from: [ApatheticExcuse](#) on August 09, 2016, 10:05:21 pm

Whether or not they were truly as terrifying as required to justify the holocaust that had occurred here is something better left to men more philosophical than I to determine.

I can't wait until he comes across the fact that the annihilation he knows about is merely the latest one rather than the only one.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 10, 2016, 07:48:14 pm**

I'M IN

I'VE PLAYED 23A IT'S SO AWESOME

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 10, 2016, 08:09:28 pm**

Quote from: [iwoodward48df](#) on March 10, 2016, 07:48:14 pm

I'M IN

I'VE PLAYED 23A IT'S SO AWESOME

You're in! Great to see some enthusiasm right from the start!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 10, 2016, 09:49:02 pm**

I'll give this a run.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 10, 2016, 11:17:14 pm**

Quote from: [KingMurdoc](#) on March 10, 2016, 09:49:02 pm

I'll give this a run.

In you go!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Bearskie** on **March 11, 2016, 05:08:38 am**

Cool idea. I do have a suggestion that you may choose to ignore. Would you consider reviving this fort (<http://www.bay12forums.com/smf/index.php?topic=25497.0>) instead? It's pretty much the same premise, playing on the old 23a version. Good thing is you get to build on the chaos and madness of 15 previous overseers, instead of starting again from scratch.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Insanegame27** on **March 11, 2016, 05:21:44 am**

Let me be dorfed! Was renaming things back in 23A?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **EoyaBosan** on **March 11, 2016, 05:30:05 am**

Sounds like fun! Sign me up.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Imic** on **March 11, 2016, 05:37:02 am**

Quote from: [Insanegame27](#) on March 11, 2016, 05:21:44 am

Let me be dorfed! Was renaming things back in 23A?

If they could do it in boatmurdered, we can do it here.  
Dorf me!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 11, 2016, 10:23:51 am**

Small note: instead of disallowing tilesets, just require they be uninstalled before handing them off?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Zanzetkuken The Great** on **March 11, 2016, 10:34:08 am**

I'll join.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **EoyaBosan** on **March 11, 2016, 12:15:35 pm**

Just to mention, Quietust has a number of useful EXE patches to fix bugs in 0.23a:  
[http://dwarffortresswiki.org/index.php/User:Quietust#EXE\\_Patches](http://dwarffortresswiki.org/index.php/User:Quietust#EXE_Patches)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Mr Frog** on **March 11, 2016, 01:44:21 pm**

Quote from: KingMurdoc on March 11, 2016, 10:23:51 am  
Small note: instead of disallowing tilesets, just require they be uninstalled before handing them off?

Problem with that is that some people genuinely do not understand how to uninstall certain graphics packs or sometimes even that they *need* to be uninstalled, and they may not even realise this until well after they've already installed the graphics, which leads to headaches. Better to just restrict us to basic ASCII as a precaution. ~~Can I still use my custom tileset I made specifically for 40d/23a, though? It doesn't need the save or raws to be modified in any way.~~  
  
~~Also, are there even any graphics installers compatible with 23a at all?~~

Gonna mull over whether I should request a turn for a bit, but in the meantime I would like to be dorfed. Mr Frog, male, any civvie profession, custom title: Average Citizen.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Gwolfski** on **March 11, 2016, 01:47:04 pm**

i wanna turn!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 11, 2016, 03:29:51 pm**

I vote for using the patch. It's annoyingly buggy otherwise. I played one game without the patch, and never did ever again. There's honestly no reason not to use the patch.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 11, 2016, 06:29:21 pm**

Oh crap, lots of posts while I was asleep.

Turn and dorfing lists updated. I'll probably begin my turn this monday.

Quote from: iwoodward48df on March 11, 2016, 03:29:51 pm  
I vote for using the patch. It's annoyingly buggy otherwise. I played one game without the patch, and never did ever again. There's honestly no reason not to use the patch.

But of course!

Quote from: Bearskie on March 11, 2016, 05:08:38 am  
Cool idea. I do have a suggestion that you may choose to ignore. Would you consider reviving this fort (<http://www.bay12forums.com/smf/index.php?topic=25497.0>) instead? It's pretty much the same premise, playing on the old 23a version. Good thing is you get to build on the chaos and madness of 15 previous overseers, instead of starting again from scratch.

Sorry, I kinda want to start a fort from scratch.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 13, 2016, 06:15:28 pm**

~~Soo, I was attempting to apply Quitust's hex patches, but it turns out that ArtMoney doesn't work for v0.23a for whatever reason. If someone has a recommendation for another hex editor, could you throw one out there? Otherwise we're going to have to play with annoying bugs.~~

Nvm, ArtMoney was just bugging out.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 14, 2016, 09:58:48 pm**

Presenting.... our embark preparations!

Spoiler (click to show/hide)



| Dwarf Fortress                                                   |                       |   |
|------------------------------------------------------------------|-----------------------|---|
| Prepare for the Journey                                          |                       |   |
| Edëm Unibgérig, Peasant                                          | Competent Miner       | 8 |
| Bim Okolbesmar, Peasant                                          | Not Wood Cutter       | 5 |
| Tobul Alâthkulin, Peasant                                        | Not Carpenter         | 5 |
| Geshud Ishlumrigôth, Peasant                                     | Mason                 | 5 |
| Dumat Dumathel, Peasant                                          | Not Engraver          | 5 |
| Mörul Umarber, Peasant                                           | Not Building Designer | 5 |
| Zuglar Lolorshar, Peasant                                        | Not Weaponsmith       | 5 |
|                                                                  | Not Bowyer            | 5 |
|                                                                  | Not Armorsmith        | 5 |
|                                                                  | Not Metalsmith        | 5 |
|                                                                  | Not Furnace Operator  | 5 |
|                                                                  | Not Wood Burner       | 5 |
|                                                                  | Not Metal Crafter     | 5 |
|                                                                  | Not Stone Crafter     | 5 |
|                                                                  | Not Wood Crafter      | 5 |
|                                                                  | Not Bone Carver       | 5 |
|                                                                  | Not Gem Cutter        | 5 |
|                                                                  | Not Jeweler           | 5 |
|                                                                  | Not Mechanic          | 5 |
| Press Tab to change mode. e: Embark! +-: Add. v: View. Points: 0 |                       |   |

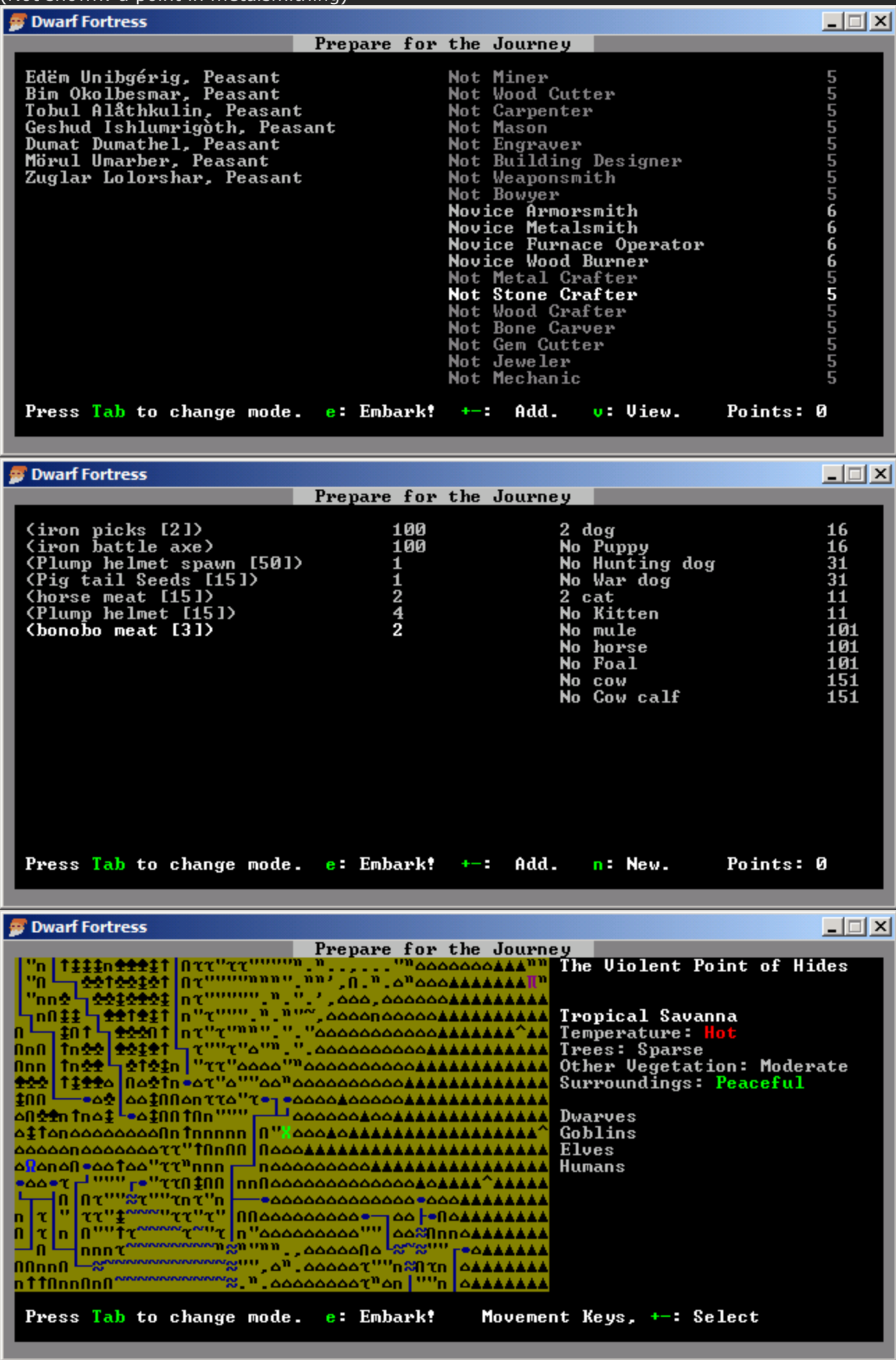
| Dwarf Fortress                                                   |                       |   |
|------------------------------------------------------------------|-----------------------|---|
| Prepare for the Journey                                          |                       |   |
| Edëm Unibgérig, Peasant                                          | Competent Miner       | 8 |
| Bim Okolbesmar, Peasant                                          | Not Wood Cutter       | 5 |
| Tobul Alâthkulin, Peasant                                        | Not Carpenter         | 5 |
| Geshud Ishlumrigôth, Peasant                                     | Not Mason             | 5 |
| Dumat Dumathel, Peasant                                          | Not Engraver          | 5 |
| Mörul Umarber, Peasant                                           | Not Building Designer | 5 |
| Zuglar Lolorshar, Peasant                                        | Not Weaponsmith       | 5 |
|                                                                  | Not Bowyer            | 5 |
|                                                                  | Not Armorsmith        | 5 |
|                                                                  | Not Metalsmith        | 5 |
|                                                                  | Not Furnace Operator  | 5 |
|                                                                  | Not Wood Burner       | 5 |
|                                                                  | Not Metal Crafter     | 5 |
|                                                                  | Not Stone Crafter     | 5 |
|                                                                  | Not Wood Crafter      | 5 |
|                                                                  | Not Bone Carver       | 5 |
|                                                                  | Not Gem Cutter        | 5 |
|                                                                  | Not Jeweler           | 5 |
|                                                                  | Mechanic              | 5 |
| Press Tab to change mode. e: Embark! +-: Add. v: View. Points: 0 |                       |   |

| Dwarf Fortress                                                   |                       |   |
|------------------------------------------------------------------|-----------------------|---|
| Prepare for the Journey                                          |                       |   |
| Edëm Unibgérig, Peasant                                          | Not Miner             | 5 |
| Bim Okolbesmar, Peasant                                          | Wood Cutter           | 5 |
| Tobul Alâthkulin, Peasant                                        | Competent Carpenter   | 8 |
| Geshud Ishlumrigôth, Peasant                                     | Not Mason             | 5 |
| Dumat Dumathel, Peasant                                          | Not Engraver          | 5 |
| Mörul Umarber, Peasant                                           | Not Building Designer | 5 |
| Zuglar Lolorshar, Peasant                                        | Not Weaponsmith       | 5 |
|                                                                  | Not Bowyer            | 5 |
|                                                                  | Not Armorsmith        | 5 |
|                                                                  | Not Metalsmith        | 5 |
|                                                                  | Not Furnace Operator  | 5 |
|                                                                  | Not Wood Burner       | 5 |
|                                                                  | Not Metal Crafter     | 5 |
|                                                                  | Not Stone Crafter     | 5 |
|                                                                  | Not Wood Crafter      | 5 |
|                                                                  | Not Bone Carver       | 5 |
|                                                                  | Not Gem Cutter        | 5 |
|                                                                  | Not Jeweler           | 5 |
|                                                                  | Not Mechanic          | 5 |
| Press Tab to change mode. e: Embark! +-: Add. v: View. Points: 0 |                       |   |

| Dwarf Fortress                                                   |                      |   |
|------------------------------------------------------------------|----------------------|---|
| Prepare for the Journey                                          |                      |   |
| Edëm Unibgérig, Peasant                                          | Not Fisherddwarf     | 5 |
| Bim Okolbesmar, Peasant                                          | Not Miller           | 5 |
| Tobul Alâthkulin, Peasant                                        | Not Thresher         | 5 |
| Geshud Ishlumrigôth, Peasant                                     | Competent Grower     | 8 |
| Dumat Dumathel, Peasant                                          | Not Herbalist        | 5 |
| Mörul Umarber, Peasant                                           | Brewer               | 5 |
| Zuglar Lolorshar, Peasant                                        | Not Cook             | 5 |
|                                                                  | Not Weaver           | 5 |
|                                                                  | Not Clothes Maker    | 5 |
|                                                                  | Not Dyer             | 5 |
|                                                                  | Not Trapper          | 5 |
|                                                                  | Not Ambusher         | 5 |
|                                                                  | Not Butcher          | 5 |
|                                                                  | Not Tanner           | 5 |
|                                                                  | Not Leatherworker    | 5 |
|                                                                  | Not Fish Dissector   | 5 |
|                                                                  | Not Animal Dissector | 5 |
|                                                                  | Not Fish Cleaner     | 5 |
|                                                                  | Not Cheese Maker     | 5 |
| Press Tab to change mode. e: Embark! +-: Add. v: View. Points: 0 |                      |   |

| Dwarf Fortress                                                   |                      |   |
|------------------------------------------------------------------|----------------------|---|
| Prepare for the Journey                                          |                      |   |
| Edëm Unibgérig, Peasant                                          | Not Fisherddwarf     | 5 |
| Bim Okolbesmar, Peasant                                          | Not Miller           | 5 |
| Tobul Alâthkulin, Peasant                                        | Not Thresher         | 5 |
| Geshud Ishlumrigôth, Peasant                                     | Not Grower           | 5 |
| Dumat Dumathel, Peasant                                          | Not Herbalist        | 5 |
| Mörul Umarber, Peasant                                           | Not Brewer           | 5 |
| Zuglar Lolorshar, Peasant                                        | Not Cook             | 5 |
|                                                                  | Not Weaver           | 5 |
|                                                                  | Not Clothes Maker    | 5 |
|                                                                  | Not Dyer             | 5 |
|                                                                  | Not Trapper          | 5 |
|                                                                  | Not Ambusher         | 5 |
|                                                                  | Novice Butcher       | 6 |
|                                                                  | Novice Tanner        | 6 |
|                                                                  | Novice Leatherworker | 6 |
|                                                                  | Not Fish Dissector   | 5 |
|                                                                  | Not Animal Dissector | 5 |
|                                                                  | Not Fish Cleaner     | 5 |
|                                                                  | Not Cheese Maker     | 5 |
| Press Tab to change mode. e: Embark! +-: Add. v: View. Points: 0 |                      |   |

(Not shown: a point in metalsmithing)



Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Zanzetkuken The Great** on **March 14, 2016, 10:45:40 pm**

I'd have preferred something a little more wild than peaceful, myself. Ah weelll, take what you can get.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Mr Frog** on **March 15, 2016, 12:53:24 am**

Quote from: Zanzetkuken The Great on March 14, 2016, 10:45:40 pm  
I'd have preferred something a little more wild than peaceful, myself. Ah weelll, take what you can get.

It's 23a, we'll find some way to gank it up.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **FallacyofUrist** on **March 15, 2016, 08:41:06 am**

Quote from: Mr Frog on March 15, 2016, 12:53:24 am  
Quote from: Zanzetkuken The Great on March 14, 2016, 10:45:40 pm  
I'd have preferred something a little more wild than peaceful, myself. Ah weelll, take what you can get.  
It's 23a, we'll find some way to gank it up.

Wasn't 23a the one with all the elephants? And the carp? The ones that kill dwarves?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 15, 2016, 12:10:53 pm**

Yes. Yes it was.

Oh, and I chose a "good" biome for two reasons:  
1) It was the only tropical biome (meaning elephants) available in that world and v0.23 worlds take waaay too long to generate on my computer.  
2) In v0.23, unicorns are up there with elephants when it comes to dwarf-killing ability. As I recall, in that version, the number of attacks a unit has per step is based on the speed stat. The unicorn has 4ish attacks per step.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Mr Frog** on **March 15, 2016, 01:20:15 pm**

Quote from: DolosusDoleus on March 15, 2016, 12:10:53 pm

Yes. Yes it was.

Oh, and I chose a "good" biome for two reasons:  
1) It was the only tropical biome (meaning elephants) available in that world and v0.23 worlds take waaay too long to generate on my computer.  
2) In v0.23, unicorns are up there with elephants when it comes to dwarf-killing ability. As I recall, in that version, the number of attacks a unit has per step is based on the speed stat. The unicorn has 4ish attacks per step.

Ohh, I forgot all about unicorns. This should be *majestic*.

Although, you should probably first verify whether the biome actually spawns unicorns before proceeding.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 15, 2016, 03:32:16 pm**

(Forgive me if I don't quote stuff, for whatever reason the mobile version of bay12forums doesn't have the quote button)

There were unicorns when the game began.

There's also about a bazillion gazelles for some reason. Waiting for elephants to show up because we're in a tropical biome.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Mr Frog** on **March 15, 2016, 11:23:41 pm**

Quote from: DolosusDoleus on March 15, 2016, 03:32:16 pm

(Forgive me if I don't quote stuff, for whatever reason the mobile version of bay12forums doesn't have the quote button)

There were unicorns when the game began.

There's also about a bazillion gazelles for some reason. Waiting for elephants to show up because we're in a tropical biome.

- > Elephants
- > Unicorns

Groovy. ~~I can't wait for the gazelles to somehow become the primary threat to fortress security~~

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Taupe** on **March 15, 2016, 11:32:02 pm**

Dwarf me as a unicorn trainer.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Kadian** on **March 15, 2016, 11:36:15 pm**

So, this one will be Boatmurdered 2: The Deathening? Moar Elephants, more unicorns, more chaos. This will be glorious.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 16, 2016, 11:07:54 am**

Yeah, I'm really excited to see how deep we end up into the depths of madness. Being able to create Boatmurdered 2 would be glorious.

Write-up coming tomorrow.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **pissskop** on **March 16, 2016, 11:08:41 am**

dorf me

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **MoonyTheHuman** on **March 16, 2016, 05:47:13 pm**

I shall be a dorf Dorf me when u can, my dorfy dorf-friends

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Vuohijumala** on **March 16, 2016, 06:24:32 pm**

Dorf me as well, please! I'm fine with anything.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **March 16, 2016, 07:23:52 pm**

... ..

SIGN ME UP!!! This should be... Interesting...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 16, 2016, 09:57:11 pm**

Ye all be in!

Lists updated.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheBiggerFish** on **March 16, 2016, 10:35:54 pm**

My oh my.

I have to see this.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **El Rey De Los Monos** on **March 16, 2016, 10:58:42 pm**

If it's ok I'd like to be dorfed

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **TheBiggerFish** on **March 16, 2016, 11:00:41 pm**

Quote from: DolosusDoleus on March 15, 2016, 03:32:16 pm

(Forgive me if I don't quote stuff, for whatever reason the mobile version of bay12forums doesn't have the quote button)

What? Yes it does have the quote button... Unless this is actually just a resized desktop version I'm using...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **chaotic skies** on **March 16, 2016, 11:30:39 pm**

I have a feeling I'll be even more incompetent at this than I am at 3D DF, and I'm normally good with 2D games, worse with 3D. Don't sign me up yet. (Keyword is yet)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **snow dwarf** on **March 17, 2016, 12:26:21 am**

Sign me up. I never played the 2D version so It should be fun!!! :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Arcvasti** on **March 17, 2016, 12:48:15 am**

I'd be fine signing up as an overseer. I've played 0.23a a few times, but didn't get too far because of how unindustrious the dwarven AI was[Carry a rock halfway across the map, get thirsty and go all the way back and then redo the same task with a brand new rock]. Presumably having a succession fort going would give me other ~~peoples' messes to clean up~~ things to do with my time then silently scream at dumb dorfs.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **MoonyTheHuman** on **March 17, 2016, 12:45:38 pm**

sign me up! it'll be !!FUN!!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **El Rey De Los Monos** on **March 17, 2016, 12:47:57 pm**

If you willing to take a complete noob sign me up

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Imic** on **March 17, 2016, 04:07:10 pm**

Quote from: El Rey De Los Monos on March 17, 2016, 12:47:57 pm

If you willing to take a complete noob sign me up

You're hired!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **March 17, 2016, 05:52:52 pm**

Quote from: Imic on March 17, 2016, 04:07:10 pm

Quote from: El Rey De Los Monos on March 17, 2016, 12:47:57 pm

If you willing to take a complete noob sign me up

You're hired!

What he said. I personally enjoy it when noobs play succession games, because it makes the entire thing more interesting.

TURN 1.... COMMENCE!!!!

1st Granite:

All the lads are scared out of their minds and I don't blame em'. Everything about this armok-forsaken place is different. The mountain goes on and on, upwards forever, a sheer rock face, climbing up into the heavens. The trees are short and stunted, only yielding a single log when felled.

But what scares me most of all is that I recognize it, from stories that me mum told me when I was but a wee lad.

When Armok forged the earth, he has gone through a vast multitude of changes to his mighty creation, through his servant The Toad. We are nowhere any dwarf has been in millions of years, or in millions of universes.

And we are in that strange, forbidding realm where the most forsaken of fortresses lay: Boatmurdered. I remember me mum telling me that once to be able to farm, dwarves had to dig into the mountain itself to harness a mighty underground river.

Spoiler (click to show/hide)





If we are to survive, we shall have to have to rely on our strength and wits alone.

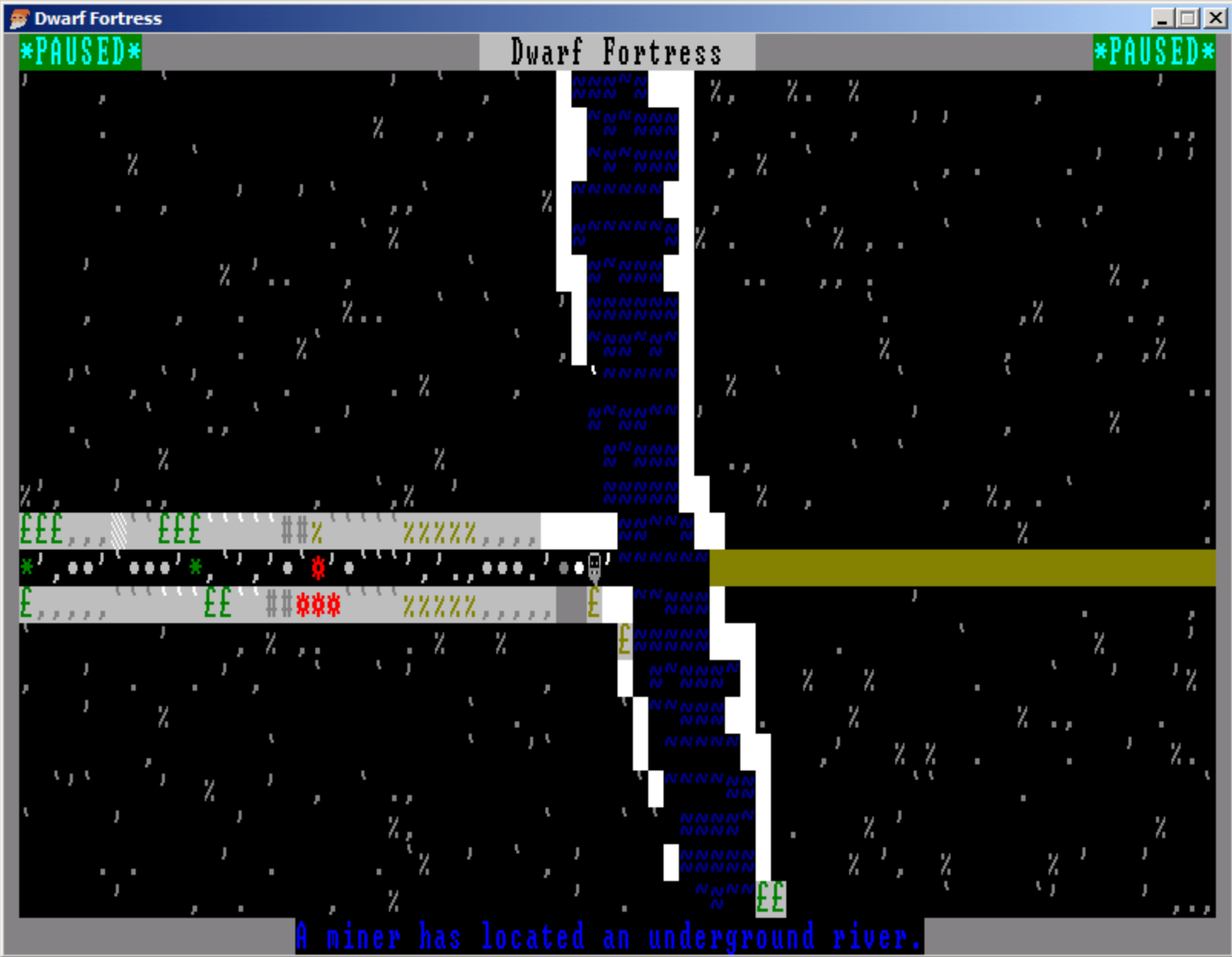
While we dig into the mountain, I order the rest of the lads to chop down the lads to cut down the trees and to build some basic workshops so that we can survive while we carve out holdings for ourselves.

[Spoiler \(click to show/hide\)](#)



13th Granite  
While digging today, my pick broke through the last layer of stone, finding the mighty underground river and confirming my fears. The river, fast and swift tumbled past the stones. When I looked into it, it seemed to drop down into the depths forever.

[Spoiler \(click to show/hide\)](#)



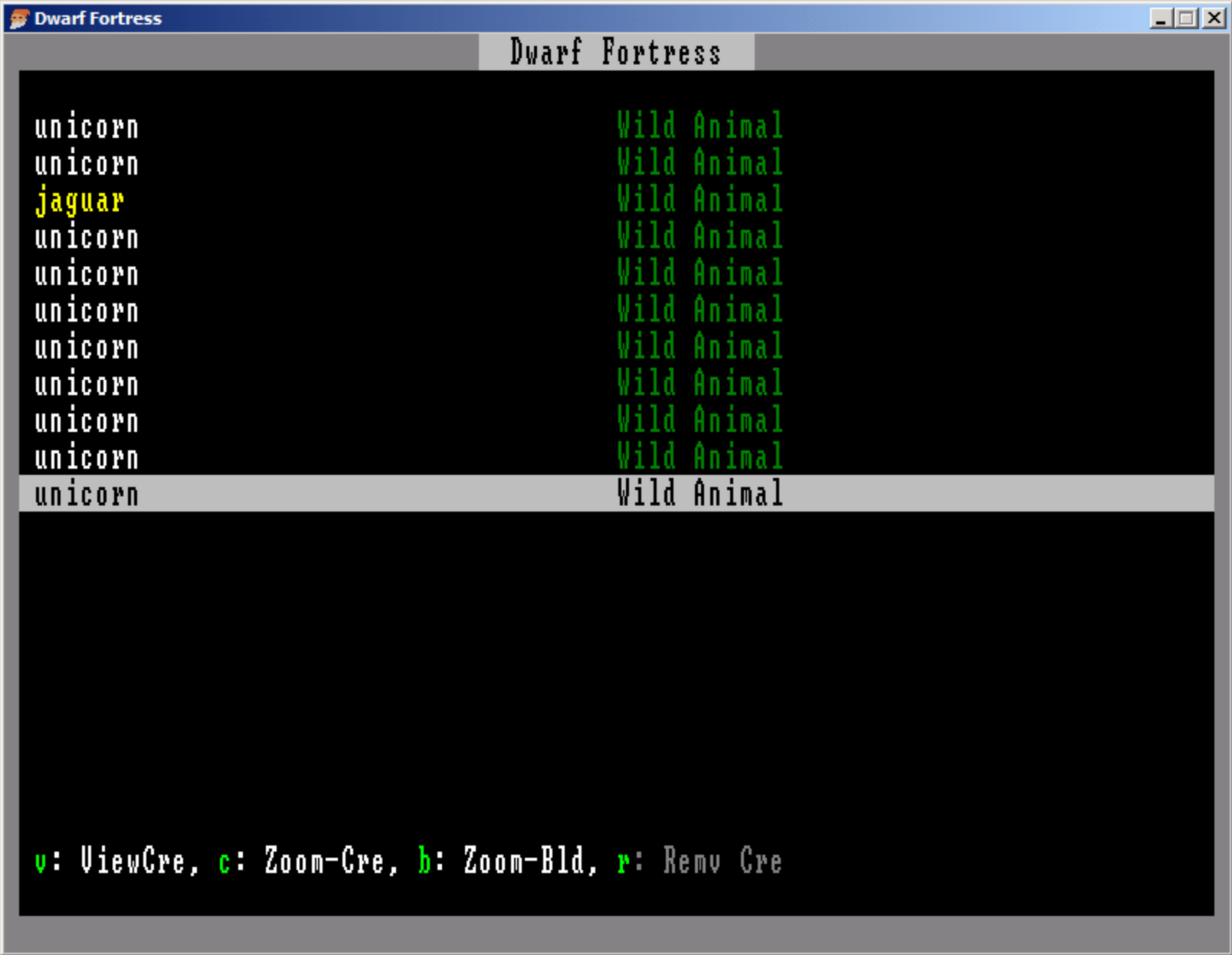
Because there is no soil here to be found, I order a group of rooms to be built near the river so that we may grow something before the food runs out.

[Spoiler \(click to show/hide\)](#)



Today, the lads outside reported that there was a herd of unicorns outside. According to my Urist's Guide to Fortressing, these beasts are capable of goring a dwarf to death before they have a chance to react. Truly terrifying beasts.

[Spoiler \(click to show/hide\)](#)



25th Slate:  
Construction of the farms and storage areas is proceeding nicely. Soon, we will be able to gorge ourselves on mushrooms instead of all this horrible horse meat.

[Spoiler \(click to show/hide\)](#)



12 Felsite:  
The farms have finally been dug out of the mountain, and all we have to do now is wait for the mighty river to flood and muddy the rocks, as me mum told me they used to do.

[Spoiler \(click to show/hide\)](#)



23rd Felsite:  
Jwoodward and I have started cutting out a few storage rooms. Small, because me mum used to tell me that, the mountain would collapse in on itself when one dug too much at once. Truly bizarre.

[Spoiler \(click to show/hide\)](#)



11th Hematite:  
The cave river overflowed today, gushing massive amounts of water into the farms and our cavern. jwoodward, choosing to take a nap in the middle of the corridor, was almost swept into the stream.

[Spoiler \(click to show/hide\)](#)





Fortunately, we we able to build farms on the freshly muddled rock.

[Spoiler \(click to show/hide\)](#)



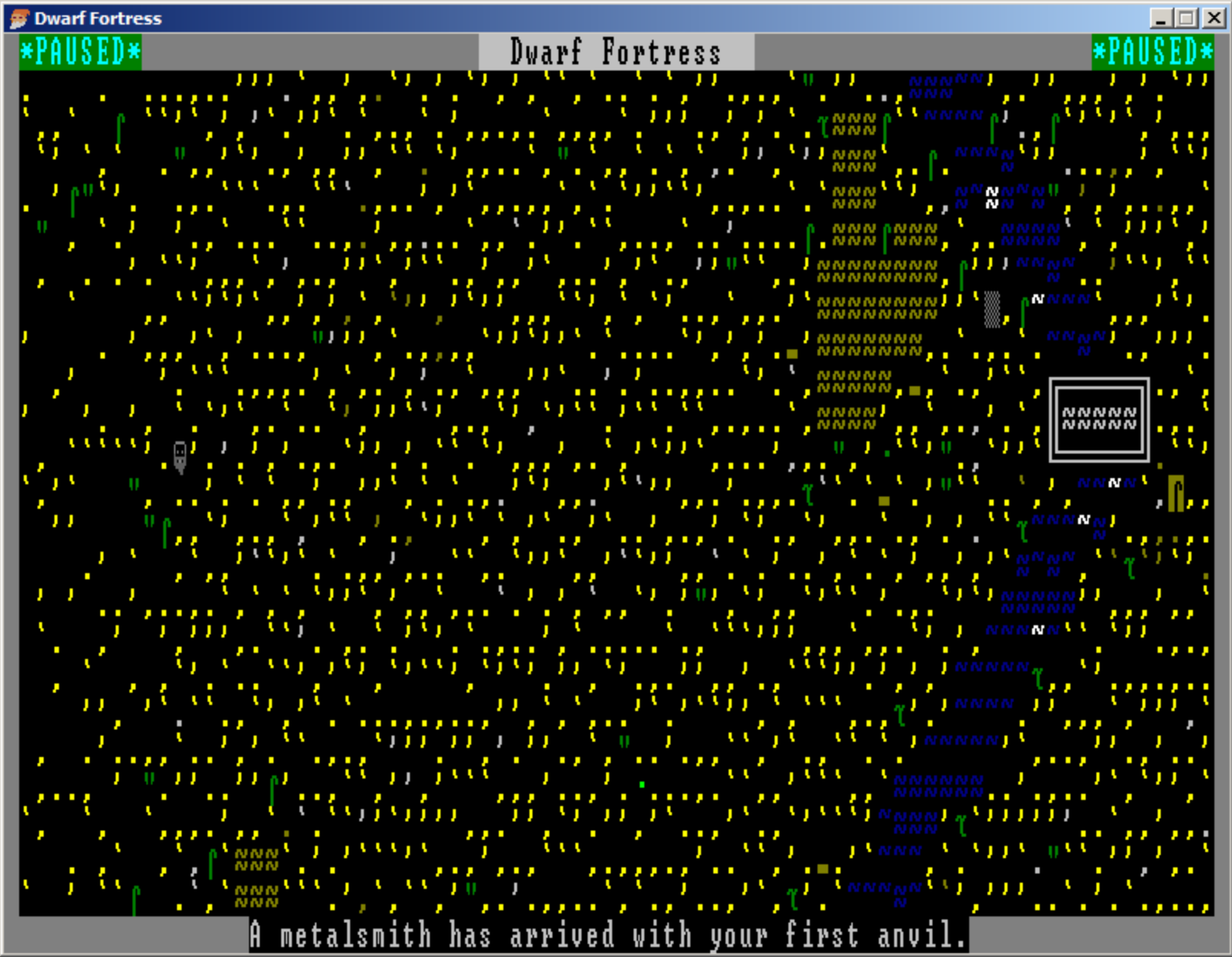
8th Malachite  
The lads finally finished building the bridge crossing the mighty stream. I hope no one crosses it during one of those floods.

[Spoiler \(click to show/hide\)](#)



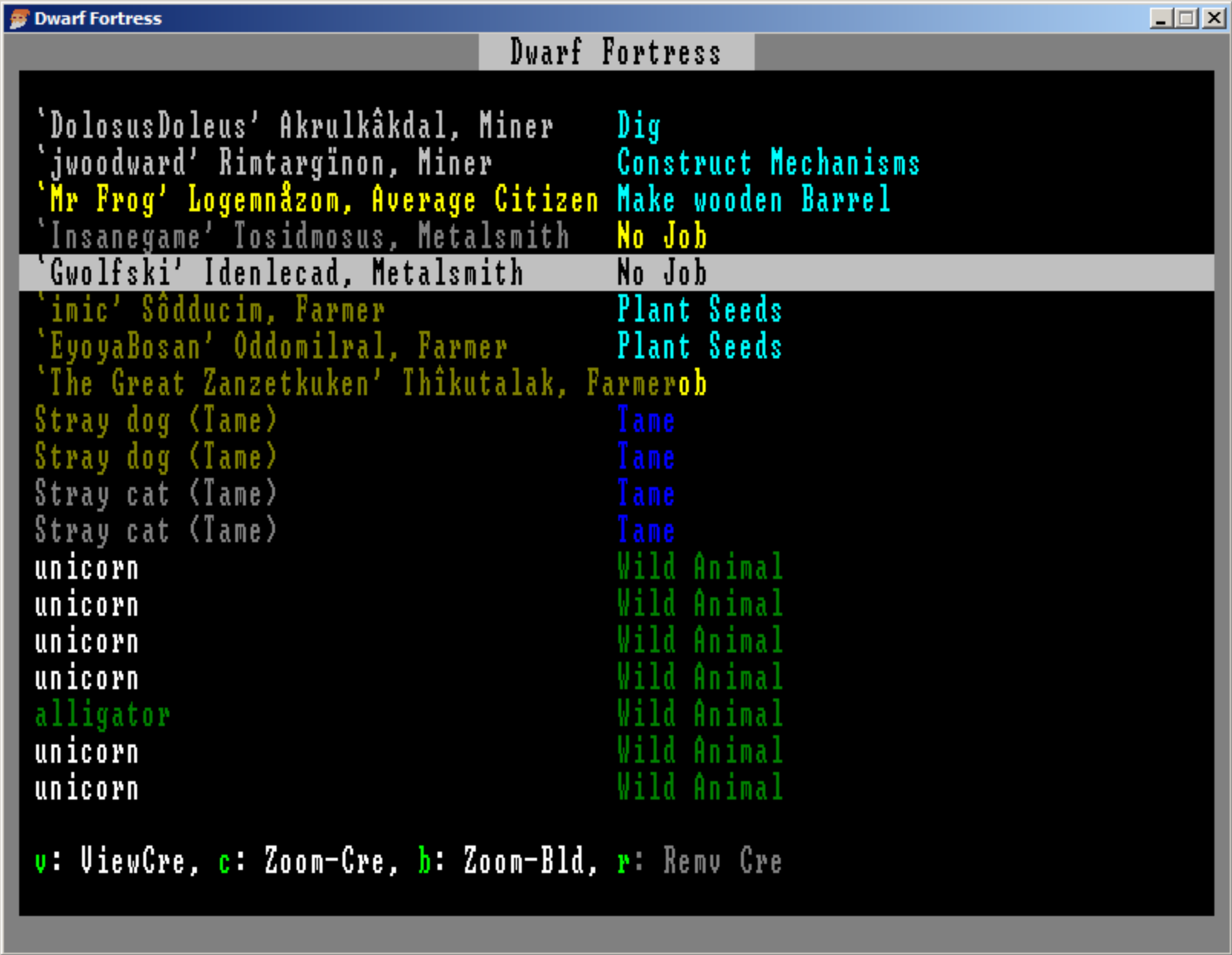
11th Malachite  
Today our good friend back from the mountainhome, Gwolski, fell out of the sky carrying an anvil. After waking him up, he revealed that we had left our anvil back at the capital, and he had come to deliver it to us. However, when he approached that damn portal that took us here, it sucked him in and transported him to this place.

[Spoiler \(click to show/hide\)](#)



Now that I think of it, what of all the migrants that mountainhome will send to us? Will they also be sent to the portal, and sucked here to this past realm? Only time will tell.

[Spoiler \(click to show/hide\)](#)



17th Malachite:  
Today EyoyaBosan walked on over to me and suggested that we build a couple of bridges over the cave river to prevent anyone from being knocked off and sent careening into that bottomless pit. I put his suggestion into effect immediately. I shall call it the B.L.T (Bridge-Lever Thingamabob).

[Spoiler \(click to show/hide\)](#)



9th Galena:  
While attempting to get our first batch of booze brewed, imic said that he couldn't do it, for there were no barrels available. Upon closer inspection, it was because Mr. Frog, our resident carpenter, was busy sleeping in the refuse pile.

[Spoiler \(click to show/hide\)](#)



Dude needs to get some help.

2nd Limestone:

Mr. Frog finally stopped sleeping in the trash pile and made a few barrels before going on break. However, he made just enough barrels for us to brew our first batch of alcohol. Armok be praised!

[Spoiler \(click to show/hide\)](#)

Dwarf Fortress

Outpost D̀ustiklogem, "Boarpaints"2nd Limestone, 1053, Early Autumn

AnimalsKitchen

Created Wealth:

You need a Bookkeeper.

Trade Information:

You need a broker.

Food Stores: 132

Meat 41

Fish None

Plant 33

Population: 8

Miners 2

Carpenters 1

Masons None

Trappers None

Metalsmiths 2

Jewelers None

Craftsdwarves None

Nobles None

Peasants None

Children None

Fisherdwarves None

Farmers 3

Mechanics None

Trained Animals A None

Other Animals A 4

Axedwarves None

Axe Lords None

Swordsdwarves None

Swordmasters None

Macedwarves None

Mace Lords None

Hammerdwarves None

Hammer Lords None

Speardwarves None

Spearmasters None

Marksdwarves None

Elite Mrksdwrvs None

Wrestlers None

Elite Wrestlers None

Recruits None

4th Limestone:

I ordered a bridge to be built, removing us from the outside world in case things start to go awry. After the lads finished building it, I got jwoodward to install a lever in our makeshift dining hall so that there will always be someone available to pull it if things go wrong.

[Spoiler \(click to show/hide\)](#)





Dorfing and turn lists updated.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 17, 2016, 06:35:15 pm**

The Fortress's name is Boarpainted. Make of that what you will, and sorry for not mentioning it in the write-up.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **March 17, 2016, 06:38:29 pm**

### Journal of Ryukan, 1st of Granite 1053

Well, this is weird. I've heard stories of the strange past, when worlds were not tall nor deep, just flat. I arrives through the portal with a detachment of Thruthbearers, and just stared at the Sheer face of rock that loomed before me. I remember stories all dwarves are told at bed by their mums. The dreaded hole of Doom. Boatmurdered.

I shudder at the thought that no matter what we do here, this fort will fail. No mater what precautions we take, no matter how fast we secure our gates, no matter how careful we delve, we will fall. Boarpainted is no exception

I will establish a branch of the Black Arrow here nonetheless. We will operate here as in any other locale. I only hope we can outlast our doom, most likely not, but we can hope.  
I need a brandy...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **El Rey De Los Monos** on **March 17, 2016, 09:32:25 pm**

Hey I have a noob question: what do i need to down load to play when my turn comes?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 17, 2016, 09:58:54 pm**

King Murdoc:Stoneworker or metalworker:-default-:Male if possible

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 17, 2016, 10:34:05 pm**

Quote from: El Rey De Los Monos on March 17, 2016, 09:32:25 pm  
Hey I have a noob question: what do i need to down load to play when my turn comes?

Yer gonna be downloading v0.23.130.23a.

Quote from: KingMurdoc on March 17, 2016, 09:58:54 pm  
King Murdoc:Stoneworker or metalworker:-default-:Male if possible

Umm, I kinda already dorfed you. I'm retroactively adding all overseers to the dorfing list.

You're a farmer. Sorry 'bout that.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **El Rey De Los Monos** on **March 17, 2016, 10:38:14 pm**

Quote from: DolosusDoleus on March 17, 2016, 10:34:05 pm

Quote from: El Rey De Los Monos on March 17, 2016, 09:32:25 pm

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King Murdoc:Stoneworker or metalworker:-default-:Male if possible

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You're a farmer. Sorry 'bout that.

Thanks a lot!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Mr Frog** on **March 18, 2016, 12:28:12 am**

Quote from: DolosusDoleus on March 17, 2016, 10:34:05 pm

Quote from: El Rey De Los Monos on March 17, 2016, 09:32:25 pm

Hey I have a noob question: what do i need to down load to play when my turn comes?

Yer gonna be downloading v0.23.130.23a.

Since we're using a bugfixed version of the game(?), would it be easier to just upload the entire game file, .exe and all? I'm not quite sure how the patch works, but I'm assuming it modifies the executable file directly, in which case a fresh download would have the usual bugs regardless of whether the save had been previously running on a fixed game.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **March 18, 2016, 12:41:15 am**

Also wondering if the patching utility is available on all operating systems. I could probably run the .exe via wine but that seems rather pointless.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **March 18, 2016, 08:08:25 am**

Quote from: Mr Frog on March 18, 2016, 12:28:12 am

Quote from: DolosusDoleus on March 17, 2016, 10:34:05 pm

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The problem is, uploading an entire version of DF is gonna take an ungodly amount of time on DFFD, even as a .zip.

I mean, I suppose I could upload the save AND the .exe, and the next person could just replace their .exe with the uploaded version. Would that work?

Quote from: KingMurdoc on March 18, 2016, 12:41:15 am

Also wondering if the patching utility is available on all operating systems. I could probably run the .exe via wine but that seems rather pointless.

The one I used is called ArtMoney, but if you wanna use it on a mac you're gonna have to use wine.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolfski** on **March 18, 2016, 09:13:04 am**

just upload all the changed files, leave the vanilla-unchanged ones, then we can overwrite an fresh copy with the bug-fixed bits.

**Override, not Copy and Rename!**

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **March 18, 2016, 09:58:04 am**

I'm on Linux, actually.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **March 18, 2016, 11:48:29 am**

Sounds good. I'll probably do another run through the hex before I upload the files, and then post some instructions for downloading in the main post.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Edward\_Tohr** on **March 20, 2016, 09:33:05 am**

Ahh, dammit, I was just gonna do this myself. :P

Count me in for a turn!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Imic** on **March 20, 2016, 10:33:00 am**

Imic was a planter. As a planter, he had his hands very, very full. But despite that, he had found time to... Sing?!

As you live your life long  
Remember this song  
The song of the murdered boat.  
They dug this earth  
For riches they sough

But madness was all they awoke.  
The mountain burned  
The madness stoked  
The moon clouded over by the smoke.

He was suddenly taken by a flash of inspiration. He would try to get them out of this ... Flat... Cursed... Place. All he needed to do was...  
Has brain gears started moving.  
Heh heh heh...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 20, 2016, 12:36:21 pm**

[Quote from: Edward Tohr on March 20, 2016, 09:33:05 am](#)

Ahh, dammit, I was just gonna do this myself. :P  
Count me in for a turn!

In you go!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Vuohijumala** on **March 20, 2016, 05:30:32 pm**

I'd actually like a turn as well, please. I don't want to miss this.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 20, 2016, 09:26:22 pm**

[Quote from: Vuohijumala on March 20, 2016, 05:30:32 pm](#)

I'd actually like a turn as well, please. I don't want to miss this.

In ye go matey!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 20, 2016, 10:39:18 pm**

Anyone know how to apply that patch to the Linux versions, or am I going to have to run it on WINE and feel quite silly?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Zanzetkuken The Great** on **March 20, 2016, 10:50:12 pm**

[Quote from: KingMurdoc on March 20, 2016, 10:39:18 pm](#)

Anyone know how to apply that patch to the Linux versions, or am I going to have to run it on WINE and feel quite silly?

I believe 23a was before Linux support.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 21, 2016, 07:38:10 pm**

(Goddamn phone again)

^^ What Zanzutken said.

Also, I got through the year today. Write-up tomorrow or wednesday, save soon after. Gonna make sure that I fixed the hex.

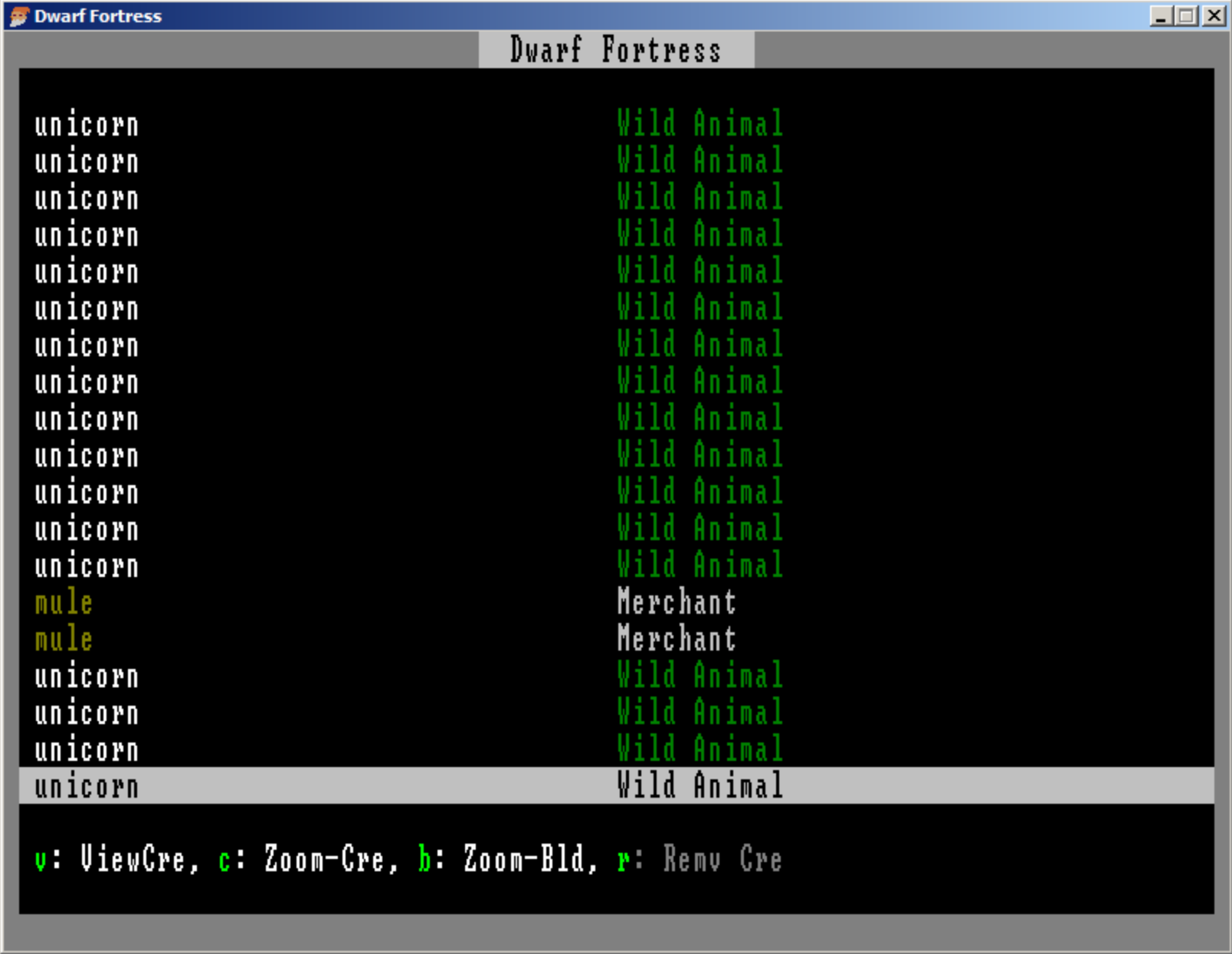
Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 22, 2016, 06:16:45 pm**

15th Limestone:  
A couple of merchants just arrived at the outskirts of the fortress today. Oddly enough, it seemed like they expected to find a fortress here. How the hell they knew about it beats me, cause as far as I can tell we're out in the middle o' nowhere, and nobody we know knows where we are.

[Spoiler](#) (click to show/hide)



Spoiler (click to show/hide)



The only things they actually had were five spools of cloth, ten plump helmets, some cave fish and some leather. The only other thing that happened was that they shoved a piece o’ parchment in me hands sayin’ “HAVE YOU REMEMBERED TO PRAISE THE KING TODAY?”

Spoiler (click to show/hide)



Dwarf Fortress

Merchants from Etägùshrir, Mountain-folk

Iden Dorendolush, Merchant: Ah, wonderful. Thank you for your business.

Etägùshrir

Dùstiklogen

+Willow bucket+10Γ

-Willow bucket-10Γ

+Willow bucket+10Γ

-Willow bucket-10Γ

(cave fish [5])25Γ

(warthog leather)5Γ

(horse leather)5Γ

(large rat leather)5Γ

(cave spider silk cl)1Γ

(Pig tail cloth)5Γ

(Pig tail cloth)5Γ

(cave spider silk cl)1Γ

(cave spider silk cl)1Γ

v: View good, Enter: Mark for trade

s: Seize marked, t: Trade

Chalk floodgate400Γ

-Fat Barrel (Tower-c)150Γ

v: View good, Enter: Mark for trade

o: Offer marked to Etägùshrir

Allowed Weight: 132Γ

Just a question: what kind of goddamn merchants only carry that much around with them? Hell, I'm just glad that now whatever civilization out there knows about us. I traded them four buckets for all of their plump helmets.

7th Sandstone

The B.L.T has finished construction. This lever connects to those two bridges blocking the river. I would highly suggest not pulling that lever for any reason.

[Spoiler \(click to show/hide\)](#)

Dwarf Fortress

Dwarf Fortress



Idlers: 5

In addition, the lever in the dining room is connected to the bridge outside. As me mum used to say, ye can never be too careful.

[Spoiler \(click to show/hide\)](#)



16th Sandstone

From me mum’s stories, I know that humans used to only trade if a fortress had long, wide roads on which they could drive their wagons. Even if it is only a myth, a road would be good for attracting some immigrants, now that this place’s mountainhome knows about us.

[Spoiler](#) (click to show/hide)



1st Moonstone:

Winter is upon us. The farms have dried up, and the nights grow cold outside. Hopefully we have enough food to survive until spring comes again.

[Spoiler](#) (click to show/hide)



Spoiler (click to show/hide)

Dwarf Fortress

Outpost Dústiklogen, "Boarpaints"1st Moonstone, 1053, Early Winter

AnimalsKitchen

Created Wealth:

You need a Bookkeeper.

Trade Information:

You need a broker.

Food Stores: 231

Meat41

FishNone

Plant77

Population: 8

Miners2

Carpenters1

MasonsNone

TrappersNone

Metalsmiths2

JewelersNone

CraftsdwarvesNone

NoblesNone

PeasantsNone

ChildrenNone

FisherdwarvesNone

Farmers3

MechanicsNone

Trained AnimalsANone

Other AnimalsA7

AxedwarvesNone

Axe LordsNone

SwordsdwarvesNone

SwordmastersNone

MacedwarvesNone

Mace LordsNone

HammerdwarvesNone

Hammer LordsNone

SpeardwarvesNone

SpearmastersNone

MarksdwarvesNone

Elite MrksdwrvsNone

WrestlersNone

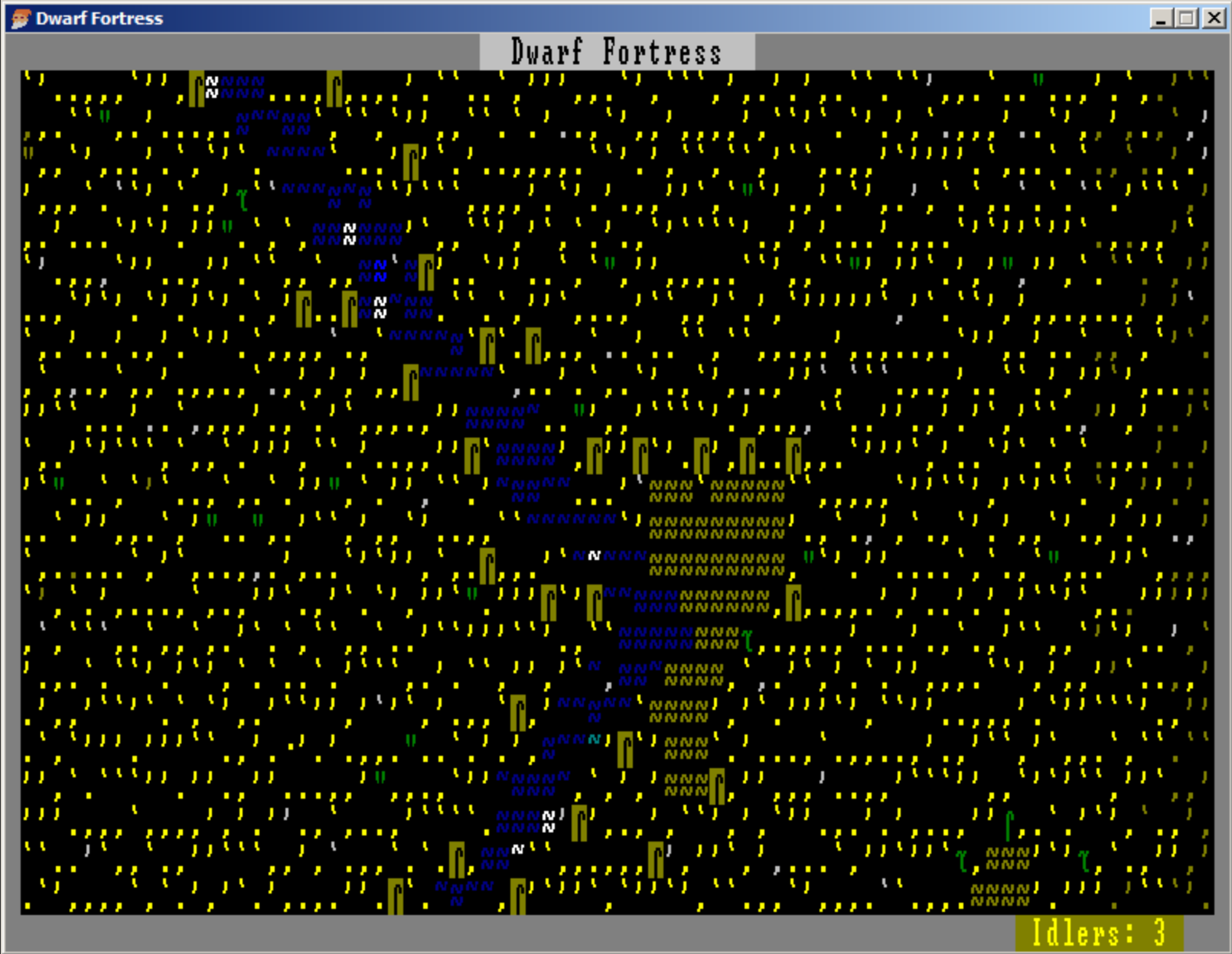
Elite WrestlersNone

RecruitsNone

8th Timber:

We needed some more wood for beds and barrels, so Mr. Frog goes out to chop down some trees.

Spoiler (click to show/hide)



16th Timber:

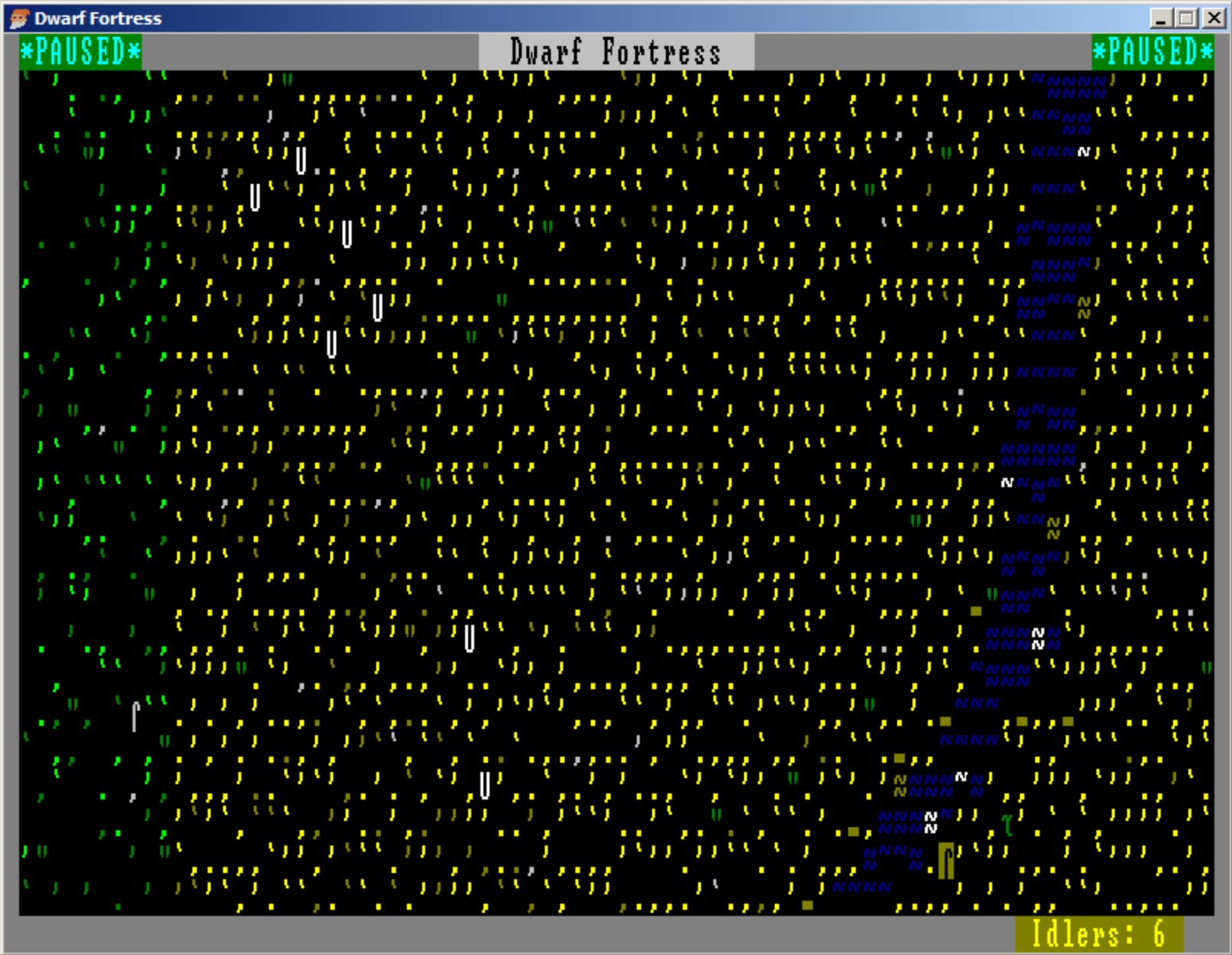
Today, a scream was heard from outside the fortress! As we all rushed to see what happened, it turned out that Mr. Frog had accidentally provoked the unicorns as he was cutting down trees.

[Spoiler](#) (click to show/hide)



Thankfully, he didn't get so close to the unicorns as to provoke their ungodly wrath. We won't be so lucky next time.

[Spoiler](#) (click to show/hide)



10th Opal

Because the farmers had nothing to do, EyoyaBosan decided to throw a party. While I would normally be fine with this, everybody rushed into the room, cancelling whatever it was we were doing. Goddamnit, we NEED those roads!

[Spoiler \(click to show/hide\)](#)



4th Obsidian:

Parties. Nothing but parties. EyoyaBosan and Zanzetkuken have been throwing endless parties ever since that first one in Opal. I can't think, I can't sleep, I can't even think! Quiet down ye bastards!

1st Granite:

Spring has arrived. In ancient dwarven tradition, fortress management will be turned over to another dwarf. About time too. Now I'll have plenty of time mining to think to myself.

I will break us out of this place. I will see my family again.

[Spoiler \(click to show/hide\)](#)



There you go! The save goes up tomorrow, after I've sufficiently satisfied my OCD with the hex.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 22, 2016, 08:06:46 pm**

Can anyone send me a full download, by the way? I can't be arsed to try and get the .exe patched under WINE.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Kadian** on **March 22, 2016, 10:12:40 pm**

Remind me, why didn't I request dorfing for Boatmurdered 2? °-° Well, better later than never:

Mihr:Military Dorf:Mistress:Female

I shall be wannabe Nobility! . . .which probably gets promptly thrown into jail for an unfulfilled mandate, even though I'm military. Yay?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 23, 2016, 03:52:28 pm**

Quote from: Kadian on March 22, 2016, 10:12:40 pm

Remind me, why didn't I request dorfing for Boatmurdered 2? °-° Well, better later than never:  
  
Mihr:Military Dorf:Mistress:Female  
  
I shall be wannabe Nobility! . . .which probably gets promptly thrown into jail for an unfulfilled mandate, even though I'm military. Yay?

Yer in!

The save is up. jwoodward48df has 24 hours to respond before he is skipped.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **March 23, 2016, 05:49:17 pm**

Quote from: DolosusDoleus on March 23, 2016, 03:52:28 pm

Quote from: Kadian on March 22, 2016, 10:12:40 pm  
  
Remind me, why didn't I request dorfing for Boatmurdered 2? °-° Well, better later than never:  
  
Mihr:Military Dorf:Mistress:Female  
  
I shall be wannabe Nobility! . . .which probably gets promptly thrown into jail for an unfulfilled mandate, even though I'm military. Yay?  
  
Yer in!  
  
The save is up. jwoodward48df has 24 hours to respond before he is skipped.

OK, so can some2 pm me a link to this version of this game... I can't find one

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 23, 2016, 05:53:28 pm**

Quote from: TheImmortalRyukan link=topic=156873.msg6891964#msg6891964 date=1458773357  
OK, so can some2 pm me a link to this version of this game... I can't find one  
[/quote  
  
Its on the bay12games website, under downloads, then in the link that says "older versions". We're using v0.23a, or v0.23.130.23a.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Gwolfski** on **March 23, 2016, 06:52:53 pm**

I thought there's a patched exe supplied.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 23, 2016, 07:26:13 pm**

Now that I think about it, the tool should run just fine. Worked for EoSD, should work for DF, no?

EDIT: nevermind

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 23, 2016, 08:11:53 pm**

(Phone)

The link that I got just linked to a bunch of hex changes, and no actual patched .exe download.

If there is an actual fully patched download available, we're switching to that. I'm paranoid that I accidentally screwed up the hex.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 23, 2016, 08:32:38 pm**

wait, what was that in the OP then? because I just downloaded that .exe and swapped it for the default

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 24, 2016, 11:03:22 am**

That's the one that I patched myself.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **March 24, 2016, 11:07:58 am**

Quote from: DolosusDoleus on March 24, 2016, 11:03:22 am

That's the one that I patched myself.

I have absolutely no idea what you guys are talking about, I'm just nodding my head in mock understanding

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 24, 2016, 12:46:07 pm**

I CANNOT FIND THE SAVE

Never mind, I found it now. Hm, you put it in the players list and only in the players list. Is that common?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 24, 2016, 02:18:00 pm**

I actually dunno procedure around here. My last couple of succession games have been on other forums and such.

Also I just found out while goofing around that all those patches I put in didn't actually take effect, so that link on the OP is just a vanilla .exe. \*sigh\*

Doing all that patch work took FOREVER. If someone else wants to do it, they can, but I've wasted too much time on it.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 24, 2016, 03:35:09 pm**

13th Slate:

"STOP PARTYING!!!!" Jaywood shouts, pushing the table to a side. "Zanzutkeken? Zanutzekkenzen? Whatever your name is! Get to work! You're our only architect, and we need wells, bridges, mills, and whatnot! We don't have time for partying, we have a fortress to carve out! You've started seven parties in the last year, it's pathetic. WORK! I'm the new overseer now, self-declared since YOU WON'T WORK! WOOOOOOOOOOOOOOOOOORR!" To solve the problem, Jaywood pushed the table out of the room, then back in. "There. This is a new room, and it's not a loitering room, or a partying room. It's a room for people to eat in, and then you get back out and keep working."

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **El Rey De Los Monos** on **March 24, 2016, 10:14:17 pm**

Quote from: TheImmortalRyukan on March 24, 2016, 11:07:58 am

Quote from: DolosusDoleus on March 24, 2016, 11:03:22 am

That's the one that I patched myself.

I have absolutely no idea what you guys are talking about, I'm just nodding my head in mock understanding

that makes two of us

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Zanzetkuken The Great** on **March 25, 2016, 03:21:44 am**

I don't know which is more hilarious. The fact that so many parties are being thrown, or the dwarves that throw the most (apparently Eyoya and mine, as mentioned in the last update of Doleus) are the dwarves of the overseers of the fourth and fifth turns. If both of us decide to run our turns in accordance to those personalities, the fort may take some time to recover...this is going to be fun...

Edit: Admittedly, by the time my turn comes up, I'll probably have forgotten about this.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 25, 2016, 09:19:52 am**

Quote from: El Rey De Los Monos on March 24, 2016, 10:14:17 pm

Quote from: TheImmortalRyukan on March 24, 2016, 11:07:58 am

Quote from: DolosusDoleus on March 24, 2016, 11:03:22 am

That's the one that I patched myself.



I have absolutely no idea what you guys are talking about, I'm just nodding my head in mock understanding

that makes two of us

Well, we WERE going to be used a patched version of v0.23 to deal with all the nasty bugs like dwarves trying to drink from the magma river and the sheriff always getting angry for not having enough jails. However, after spending two goddamn hours on trying to patch it because no such patched version exists online, I found out that all those bugs were still present.

Quote from: Zanzetkuken The Great on March 25, 2016, 03:21:44 am

I don't know which is more hilarious. The fact that so many parties are being thrown, or the dwarves that throw the most (apparently Eyoya and mine, as mentioned in the last update of Doleus) are the dwarves of the overseers of the fourth and fifth turns. If both of us decide to run our turns in accordance to those personalities, the fort may take some time to recover...this is going to be fun...

Edit: Admittedly, by the time my turn comes up, I'll probably have forgotten about this.

Even so, I'd still want to see this.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **TheImmortalRyukan** on **March 25, 2016, 10:02:23 am**

But I like having avatars of Sankis...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Edward\_Tohr** on **March 25, 2016, 01:49:12 pm**

EDIT: Probably should have tested before putting it up...

RE-EDIT: There we go. <http://dffd.bay12games.com/file.php?id=11887>

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **March 25, 2016, 02:12:54 pm**

Useful info (which is likely not common knowledge): the Github repository for DFHack-23a (which has no official release, but is still mostly functional) contains patch files (<https://github.com/quietust/dfhack-23a/tree/master/patches>) for all of the bugfixes and enhancements I've made, and you can apply them using the "binpatch.exe" utility that comes with the latest DFHack release for 0.42.xx.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Edward\_Tohr** on **March 25, 2016, 02:34:53 pm**

Quote from: Quietust on March 25, 2016, 02:12:54 pm

Useful info (which is likely not common knowledge): the Github repository for DFHack-23a (which has no official release, but is still mostly functional) contains patch files (<https://github.com/quietust/dfhack-23a/tree/master/patches>) for all of the bugfixes and enhancements I've made, and you can apply them using the "binpatch.exe" utility that comes with the latest DFHack release for 0.42.xx.

Well now I just feel foolish. :P

Oh well, it was an excuse to break out the hex editor. :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **March 25, 2016, 06:07:31 pm**

Quote from: Edward Tohr on March 25, 2016, 01:49:12 pm

EDIT: Probably should have tested before putting it up...

RE-EDIT: There we go. <http://dffd.bay12games.com/file.php?id=11887>

Thank you! You win 100 internet points!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **March 26, 2016, 07:25:51 am**

Quote from: Edward Tohr on March 25, 2016, 02:34:53 pm

Quote from: Quietust on March 25, 2016, 02:12:54 pm

Useful info (which is likely not common knowledge): the Github repository for DFHack-23a (which has no official release, but is still mostly functional) contains patch files (<https://github.com/quietust/dfhack-23a/tree/master/patches>) for all of the bugfixes and enhancements I've made, and you can apply them using the "binpatch.exe" utility that comes with the latest DFHack release for 0.42.xx.

Well now I just feel foolish. :P

Oh well, it was an excuse to break out the hex editor. :P

There's no reason for you to feel foolish - if anything, **I'm** the one who should feel foolish for never making that information readily available.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Dozebôm Lolumzalis** on **March 26, 2016, 05:57:39 pm**

Sorry guys, I wasted my time trying to patch the exe!

Anyway, a migrant wave of 19 dwarves arrived in the middle of spring. I'm digging out rooms for them, or at least will be once I'm done with the industrial rooms. Priorities!

Late Spring: While digging out the new rooms, I struck silver! An idiotic hunter from the migrant wave was mauled by a unicorn. He'll live. Or he won't.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **March 26, 2016, 06:38:13 pm**

Quote from: iwoodward48df on March 26, 2016, 05:57:39 pm

Sorry guys, I wasted my time trying to patch the exe!

Anyway, a migrant wave of 19 dwarves arrived in the middle of spring. I'm digging out rooms for them, or at least will be once I'm done with the industrial rooms. Priorities!

Late Spring: While digging out the new rooms, I struck silver! An idiotic hunter from the migrant wave was mauled by a unicorn. He'll live. Or he won't.

I was doing some "research" on the wiki. Turns out unicorns were almost worse than elephants in 0.23a. Have fun!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Quietust** on **March 26, 2016, 10:07:10 pm**

Also, unicorns *cannot be butchered* in this version (due to BUTCHERABLE\_NONSTANDARD), so all you're going to get from them will be bones. Granted, those bones will be quite valuable (modvalue 10), but there will be no unicorn meat for this fortress.

Also, don't worry about over-hunting - in version 0.23, all wildlife populations are effectively **infinite** (there's a limit on how many can spawn, but that limit resets every year), so nothing will ever go extinct (unless you pour magma into the chasm, in which case all chasm creatures will be gone forever).

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **snow dwarf** on **March 27, 2016, 07:16:32 am**

Could you not dorf me yet because I have a back story for my character, if you did could you PM me pls ;)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 27, 2016, 01:58:32 pm**

Early Summer: The humans came, and were immediately mauled by unicorns. We stole all the loot we could, because reasons.

Late Summer: Dodok, a craftsdwarf, is possessed. He screams that we build him a workshop. We do. RIGHT OUTSIDE THE MOUNTAIN. Thankfully, all he needs is two willow logs, and he crafts a willow bracelet (decorated with willow and encircled with bands of willow), muttering Kalurilid Nomamkol the whole time. He returned to normal after the last band was placed on the bracelet and he raised it up, but he has no memory of what he did, so we're calling it Kalurilid Nomamkol, after his muttering. *Translated roughly to "Throneruled the Godly Counsellors."* Interesting. There was a bit of a scare when we ran out of food stockpile space, but a few barrels temporarily fixed the problem, and we're carving out more room for the food and drink.

Early Autumn: As the cave river overflows, muddying the farms as well as the tree farm/shrubbery I dug out a few months ago, my exploratory mining pays off: I find a large chasm cleft through the mountain. Although the creatures inside may be dangerous, this will finally be the solution to our vermin problem, which is filling the hallways with miasma and reducing morale. The dwarven caravan comes, bearing much meat and fish. Er, about 55 meals worth. It will certainly help during the bare winter, though. So will the many farmers currently tilling the mud and growing plump helmets to last us through the winter. Brewing is at a minimum, and the well is frequented much more than the drink pile. Rather sad, but better safe than sorry.

Late Autumn: A peasant is struck down by a unicorn! Dodok become uneasy and drops his bracelet. A child is mauled by a unicorn.

Early Winter: Winter has come, and we have 214 edible plants, as well as nearly one hundred prepared meals. I am fairly certain that nobody will starve. If there is a shortage, we can always cook seeds and slaughter dogs. Olon has been killing unicorns, and I now learn that the slaughtered peasant was her spouse. A tomb was constructed for him, but not until he rotted away into a skeleton. Fikod the craftsdwarf withdraws from society, sketching and sneaking around. He went to the clothes maker's shop and grabbed some cave spider silk cloth (our weavers have been collecting it from along the river), but stopped. He drew some squares, so I told Doleolsus Doesleus (wtf?) to carve some blocks. Unlike back in the 3d place, one boulder is only carved into one blocks. (wtf?) But it was fine, and Fikod got the chalk blocks and some "imported" (read: stolen from the corpses of humans) fox leather from the stockpiles, and began a mysterious construction. As the migrant swordsdwarf started to try and kill some unicorns, Fikod created a cave spider silk toga (encircled with bands of cave spider silk, on the item is an image of two catapult parts in fox leather). I wonder where the chalk went.

Late Winter: A batman corpse is found in the stonefall traps, so the engineers build more. A naked mole dog attacks the miners as they mine out a shaft through the mountain, hoping to find more of the platinum they found crisscrossing the chasm. Since the miners are quite skilled with the pickaxe, it only takes a few strikes before naked mole dog meat is on the menu.

OOC: Haha, Quietust, I'm actually worried MORE now that I know unicorns can't be made extinct. I'd love it if they were. Profit or no, I swear these unicorns will be the death of this fortress.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Quietust** on **March 27, 2016, 08:46:56 pm**

Quote from: iwoodward48df on March 27, 2016, 01:58:32 pm

Unlike back in the 3d place, one boulder is only carved into one blocks.

That was actually a thing all the way until Minecarts were added in version 0.34.08 - nothing 2D-specific about that.

Quote from: iwoodward48df on March 27, 2016, 01:58:32 pm

I wonder where the chalk went.

Blocks only got used as a "work surface" back then - they didn't get incorporated into the artifact, but they still got used up for some reason.

Out of curiosity, which exact patches are being used for this fortress? Just the bugfixes, or some of the "enhancements" as well? I'm specifically thinking about "artifacts always get dropped, never hidden or kept", which, although behaving more like later versions, could possibly make things less interesting in the long run.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Edward\_Tohr** on **March 27, 2016, 08:56:20 pm**

I only patched in the bugfixes.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 27, 2016, 09:39:12 pm**

Yo jwoodward, did you dorf anybody? I'd like to update the dorfing list.

Also, do you have any screenshots of the fort? You don't need to put them in your writeup, I'm perfectly fine with you just lumping them all in one post.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 28, 2016, 01:20:53 pm**

Late Winter (continued): I find a great magma river, and hoping to build a bridge or a magma forge over it, look for hematite. Far down the river, I see a familiar glint of red-orange ore, so I begin to dig down there. But spring arrives! Yay! And I'm no longer in charge of anything, not even my own pick. Sigh.

Well, my recommendations for you:

1. PLANT ALL THE SEEDS. LET NO SPOT GO UNTILLED.
2. Keep making cloth. We'll need it to replace the clothes that are already becoming threadbare.

3. Make a military.
4. Make more traps.
5. Build a barracks near the magma sea and the chasm. Also more defences there, not just traps but... ((look at the wiki page for chasm/magma river. Make sure you're on the 23a page.))
6. DON'T GO INSANE LIKE THAT GUY DID. HE HID HIS WONDERFUL TOGA HOW COULD HE DO THAT?!?
7. MAGMA MAGMA MAGMA. Traps! Moats! Bridges! Forges! LET ME DIG OUT THAT WONDERFUL HEMATITE!

Yours respectively,

Jwoodward (miner)

((Quietust: I was referring to the RP "homeland", which is presumably v.0.42.06. The only two worlds my dorf knows is 1. 3d world (advanced) and 2. 2d world (primitive), so she refers to them as the 3d and the 2d worlds. Also, I thought the moody dorf would say "I need a proper working space" or something if they wanted blocks to WORK on. Maybe that's only for fey dorfs.))

((I did not dorf anybody, but I can do that if you like. Also I can get a large screenshot of the whole fort up. [hopefully zoomable, because it'll be way zoomed out in order to not take up 300000000 screens worth.]))

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 28, 2016, 02:02:16 pm**

King Murdoc is a miner, Taupe is a swordsdwarf, pisskop and TheImmortalRyuken are farmers, Vuohijumala and MoonyTheHuman are mechanics, El Rey De Los Monos is a child, Arcvasti is a peasant, Edward Tohr is a metalsmith, and Mihr is a ~~drafted peasant who can't tell a sword from a crossbow~~ a Mistress.

Save is here (<http://dffd.bay12games.com/file.php?id=11894>). Picture is here (<http://dffd.bay12games.com/file.php?id=11895>) (download for picture; I will post a picture once I figure out how to upload/convert a bitmap).

Map is [http://mkv25.net/dfma/map-12662-local\\_map-1](http://mkv25.net/dfma/map-12662-local_map-1)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 28, 2016, 03:03:19 pm**

I'll start my turn sometime tonight unless something comes up or I forget.

EDIT: Firing up the save now.

Someone tapped me on the shoulder and informed me that I was now in charge before running off. I think I recognized that J Woodward guy as he hightailed it back to the fort proper.

First thing I do is look around a bit, see what exactly I've just gotten myself into.

What's with these horrible little cells for bedrooms? They're barely fit for prisoners.



And apparently some people are hurt. A peasant, a trapper, and a child are laying in the hospital. Apparently the child is unhappy. Well, the useless little booze-sucker can deal with his broken leg or whatever.



I also notice that only the mason's shop is busy, so I set about ensuring the other shops are used. You can never have too many mechanisms, right? Anyway, there's still a craftsddwarf's shop outside, so I have that torn down. I keep hearing awful things about those unicorns, so I figure that it's best to keep everyone inside. There's a pack of 'em across the river now.



They look nice, but you can't really trust anything with a sword growing out of its face. Though, that gives me an idea...

Before I set any plans in motion though, we've got some improvements to make. The catacombs are rather tiny - a good thing for now, I suppose - so I order them expanded. One of the other dwarves suggested that I just like designating things. I suggested that he shove off.



Nobody likes to live in cells, so I order some new bedrooms dug out. Not enough for everyone, but at least some people will get to live



comfortably.

Seems the previous overseer left me a list of things to do... Set up more farms, I guess? The ranting about magma and insanity is rather concerning but more crops won't hurt. More -socks- for everyone.

While I puzzle out how to bridge that magma river and also get some indoor farms built, I let people work. The carpenter gave birth to another worthless booze-sucker a little girl.

There's a lever right outside some rooms that look like they're being flooded for irrigation. I can't tell what it does, so I have someone pull it, but nothing seems to have actually happened.

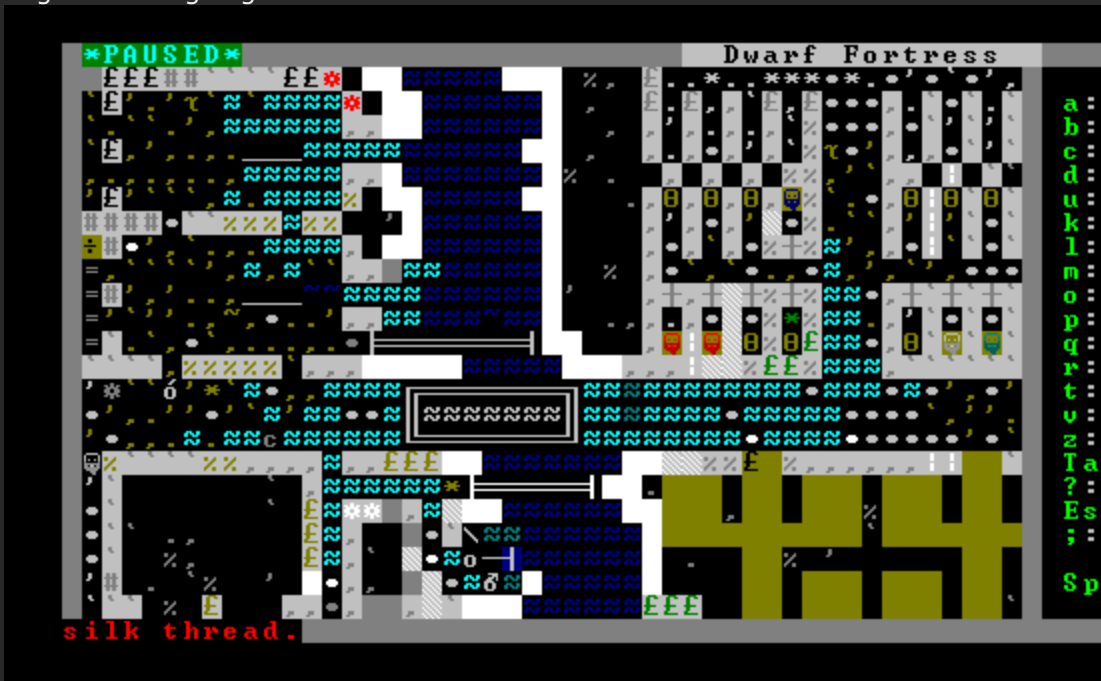
I see the recommendations about the military, so I- oh god what the fuck



did the previous overseer literally put every single dwarf in the fortress into his or her own squad?

I elect to ignore the issue of the military for the time being.

ohgodwe'reallgoingtodie



I mean, uh, everything's fine. It got a bit wet for a little while but now those rooms are full of nice, fertile mud. The farms got made pretty quickly after the flood.



Although the organizational system of the military here baffles me, I figure I should contribute something to the fortress defenses, so I order some chambers for future siege engines dug out. I have them put the workshop in that big empty room by the farms.



Oh come on, the hospital isn't that bad. However, the more pressing issue is that our metalsmith seems to uh, be possessed.

I'm not entirely certain how I didn't notice.

Either way, he doesn't seem content with the regular forge, and we have no steel to create a magma forge yet. I'm just hoping he goes harmlessly insane at this point.

Heard some commotion outside.



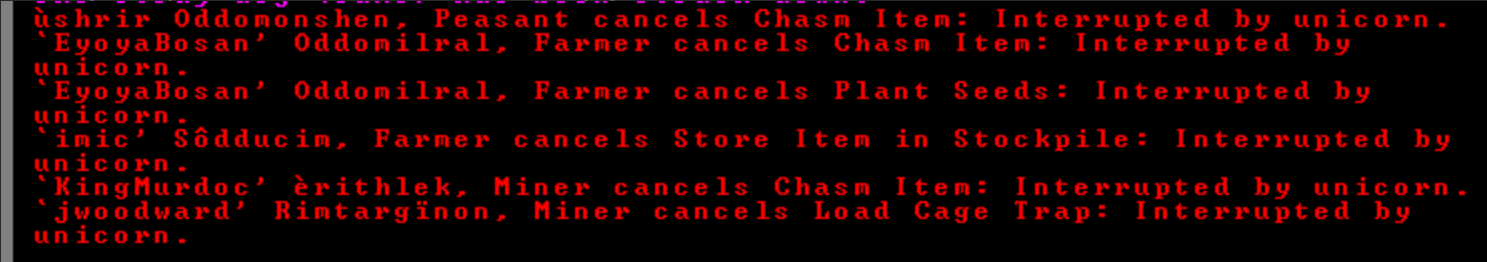
All told, five masons, a carpenter, a swordsdwarf, that manager, the sheriff, and another trapper showed up, along with some ~~useless~~ ~~dwarves~~ ~~worthless~~ ~~booze~~ ~~wasters~~ ~~blithering~~ ~~idiots~~ fisherdwarves. Good to have more hands around, though I was hoping for a couple more miners. Perhaps the two fishers will get a new outlook on life.

Actually, there were a lot more than that, but I gave up after I erased what I wrote three times. A shitload of people showed up, alright? Now I've gotta worry about digging out and furnishing rooms for all of them, and trees don't seem to be growing particularly fast.

Apparently the migrants had another dog with them, but they lost it just outside the fort.



Fucking fancy-ass horses deserved what they got.



## FUCKING UNICORNS



AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAa

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 28, 2016, 10:11:37 pm**

Eyy, loving the updates so far!

That lever by the farms? If you pulled it, pull it again! It keeps floods from flushing dwarves off the bridge and into the river.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Edward\_Tohr** on **March 28, 2016, 11:01:58 pm**

Quote from: [jwoodward48df](#) on March 28, 2016, 02:02:16 pm

Edward Tohr is a metalsmith

Quote from: [KingMurdoc](#) on March 28, 2016, 03:03:19 pm

However, the more pressing issue is that our metalsmith seems to uh, be possessed.

Oh noooooooooooooo. :P



Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 28, 2016, 11:16:30 pm**

I hope you like gibbering insanely.

In other news, probably stopping for the night.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Kadian** on **March 29, 2016, 03:07:23 am**

So, my Mistress is in "The regal paddles", huh? I don't know why, but I love it :D

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **March 29, 2016, 10:49:33 am**

This quickly devolved into a very big mess.. in typical Dwarf Fortress fashion

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 29, 2016, 02:02:37 pm**

You make steel from hematite. I'm currently digging out hematite. Well, my dwarf is. Once there's a boulder dug out, have somebody make steel at the smelter. (It's in the middle right of the lower industries. South of the main corridor, close to the river.)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 29, 2016, 04:24:03 pm**

I know how to make steel. Problem is that no one seems to want to put in the effort to digging up the hematite.

Also the unicorn mauling random civilians in the main hall.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 29, 2016, 04:53:09 pm**

This really is Boatmurdered but with unicorns isn't it...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 29, 2016, 05:24:07 pm**

DRAFT EVERYBODY KILL THE UNICORN NOW OR WE WILL ALL DIE

I DIDN'T KNOW HOW TO GET PEOPLE TO TRAIN SO I COULDN'T START AN ARMY

DAMMIT I CAUSED THIS

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Onyx Discforge** on **March 29, 2016, 06:43:04 pm**

Oh boy, unicorns. It will be fun to watch everyone ~~spiral into magma-fueled madness menacing with spikes of unicorn bone~~ thrive with a rich unicorn bone export legacy. Yeah...totally going to happen...

Anyways, I would like to request the most useless dorm you have.  
Onyx Discforge:Military:Professional Distraction:Male Dwarf

Give him double shields (or just one if you can't do that in 0.23) made from the heaviest not-too-important metal you have and little/no armor (having him run around in silk ~~panties~~ leggings or something would be hilarious). Have him train solely in dodging and blocking, no weapons allowed! Then when we have a pest problem, send him outside, lock the door, and see how many unicorns he can distract/kill. I'll then keep a list of how many points each redorfing gets for a multigenerational competition. ~~Fun and brutal death for all!~~

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **March 29, 2016, 09:38:57 pm**

Quote from: Onyx Discforge on March 29, 2016, 06:43:04 pm

Oh boy, unicorns. It will be fun to watch everyone ~~spiral into magma-fueled madness menacing with spikes of unicorn bone~~ thrive with a rich unicorn bone export legacy. Yeah...totally going to happen...

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"most useless dorm"

Sounds like my bedrooms!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 30, 2016, 07:49:38 am**

Quote from: Onyx Discforge on March 29, 2016, 06:43:04 pm

Oh boy, unicorns. It will be fun to watch everyone ~~spiral into magma-fueled madness menacing with spikes of unicorn bone~~ thrive with a rich unicorn bone export legacy. Yeah...totally going to happen...

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You know, given how these succession games tend to turn out I'm willing to bet that your dorf will somehow become out fortress's mightiest unicorn slayer.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **March 30, 2016, 10:43:43 am**

Urist McDuelshield The Unicorn Bane, slayer of those dreaded bests...

And I love at how fast things hit the fan

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Onyx Discforge** on **March 30, 2016, 12:44:59 pm**

Quote from: jwoodward48df on March 29, 2016, 09:38:57 pm

Quote from: Onyx Discforge on March 29, 2016, 06:43:04 pm

Oh boy, unicorns. It will be fun to watch everyone ~~spiral into magma-fueled madness menacing with spikes of unicorn bone~~ thrive with a rich unicorn bone export legacy. Yeah...totally going to happen...

Anyways, I would like to request the most useless dorm you have.  
Onyx Discforge:Military:Professional Distraction:Male Dwarf

Give him double shields (or just one if you can't do that in 0.23) made from the heaviest not-too-important metal you have and little/no armor (having him run around in silk ~~panties~~ leggings or something would be hilarious). Have him train solely in dodging and blocking, no weapons allowed! Then when we have a pest problem, send him outside, lock the door, and see how many unicorns he can distract/kill. I'll then keep a list of how many points each redorfling gets for a multigenerational competition. ~~Fun and brutal death for all!~~

"most useless dorm"

Sounds like my bedrooms!

Onyx Disforge the Useless Dorm has arrived! A bedroom twisted into humanoid form. It wields twin shields and is covered in unwashed bedsheets. It menaces with spikes of dirty laundry. Beware its deadly stinky bedsheets!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 30, 2016, 08:33:00 pm**

Alright, time to load up again, since the words for a CW just aren't coming right now.

Taupe seems to have finally put an end to the unicorns in the main hall. I've ordered construction of several traps for the blasted things.



Good riddance.  
~~gave away a new gateway, new castle, dead cage trap, needs empty cage.~~  
**Fath itdunducim, Fisherdwarf cancels Chasm Item: Interrupted by unicorn.**  
**FUCK**

Ah well, time to get to work on making some steel befo-  
~~'Edward Tohr' Rigòthlaltur, Metalsmith cancels Strange Mood: Went insane.~~  
**'Edward Tohr' Rigòthlaltur, Metalsmith is stricken by melancholy!**  
  
~~-----~~  
**The Metalsmith 'Edward Tohr' Rigòthlaltur has organized a party at Willow Table.**

You are literally worse than useless.

In other news, I've started smelting some of that hematite. Hopefully I can find away across that magma river. Speaking of that, I've ordered work started that might utilize the blood of Armok to our advantage. It will take a while, but I'm certain it will be worth the effort.

This is awkward.  
~~'KingMurdoc' èrithlek, Miner cancels Drownin' Ale.~~  
**'KingMurdoc' èrithlek, Miner has drowned.**  
~~Idon Lelakenke, Mason cancels Detail Block.~~  
Guys, I'm right here.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Onyx Discforge** on **March 30, 2016, 11:25:21 pm**

Quote from: KingMurdoc on March 30, 2016, 08:33:00 pm

This is awkward.  
~~'KingMurdoc' èrithlek, Miner cancels Drownin' Ale.~~  
Guys, I'm right here.

I see the problem. You're drowning in air. Too much air in your lungs. Gonna have to squeeze some out and replace it with good old dwarven ale. Trust me, I'm a distraction doctor. Almost.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 30, 2016, 11:52:30 pm**

Problem: Keyboard seriously bugged out in the game. Can't save, don't want to quit, what should I do?

EDIT: I gave up. Scratch all of the last update.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Gwolfski** on **March 31, 2016, 03:43:23 am**

Quote from: KingMurdoc on March 30, 2016, 11:52:30 pm

Problem: Keyboard seriously bugged out in the game. Can't save, don't want to quit, what should I do?

EDIT: I gave up. Scratch all of the last update.

in future, try on-screen keyboard. It's a mess to find, so i find random words, copy them with the the mouse and paste them in a text file until it spells keyboard, put in the search bar in the start menu, should pop up. In case of emergencies only!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Quietust** on **March 31, 2016, 06:34:32 am**

Quote from: KingMurdoc on March 30, 2016, 11:52:30 pm



Problem: Keyboard seriously bugged out in the game. Can't save, don't want to quit, what should I do?

EDIT: I gave up. Scratch all of the last update.

I hope you kept a backup copy of the savegame, because end-tasking that version of DF **will cause save corruption** if any units have visited (caravans, diplomats, sieges) or if you've created any art images.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **March 31, 2016, 09:06:05 am**

Sadness. I was enjoying that last update. Sad to see it was all lost.

These unicorns really are starting to become a problem, aren't they? Hehehe...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **March 31, 2016, 10:53:16 am**

Something weird happened...

I woke up today and the entire past year just vanished...

I hate Temporal Paradoxes... gives me migraines

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 31, 2016, 12:30:59 pm**

Quote from: DolosusDoleus on March 31, 2016, 09:06:05 am

Sadness. I was enjoying that last update. Sad to see it was all lost.

These unicorns really are starting to become a problem, aren't they? Hehehe...

The last save was where the previous post ended. I'm checking right now to see if it's broken.

Looks like it's fine. I probably won't get any progress on it until tomorrow, though.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Quietust** on **March 31, 2016, 05:59:48 pm**

Quote from: KingMurdoc on March 31, 2016, 12:30:59 pm

The last save was where the previous post ended. I'm checking right now to see if it's broken.

Looks like it's fine. I probably won't get any progress on it until tomorrow, though.

Looks can be deceiving.

The only way to know for certain is to compare the timestamp on regionX.sav to the timestamp of the newest .dat file in the regionX folder - if regionX.sav is older, then the savegame is **corrupted** and may very likely lead to a "Unit File Corrupted/Missing" error (which later versions have changed to "Nemesis Unit Load Failed") or a similar problem.

In later versions, changes to files inside the Region folder were staged to the "current" folder during gameplay and then merged back into the Region folder when you saved - in 0.23, they are saved *directly* in-place, which is why killing the game (or crashing it) causes save corruption.

If this means you need to go back to the beginning of the year, I very strongly recommend that you do this, otherwise this succession game may meet an untimely end when the game consistently crashes at a particular event.

Another important thing to know: you cannot, under any circumstances, *rename* a region file/folder - if you try, it will continue to try loading files from (and saving files to) the original directory.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **March 31, 2016, 07:54:47 pm**

The newest .dat appears to be three days older than the save. Safe?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Quietust** on **March 31, 2016, 07:58:11 pm**

Quote from: KingMurdoc on March 31, 2016, 07:54:47 pm

The newest .dat appears to be three days older than the save. Safe?

I'd say that's safe - if you haven't gotten any caravans since your last save (which seems likely at this point), then you should be okay.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **April 02, 2016, 04:08:09 pm**

(McBump)

KingMurdoc, you alive bro?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 02, 2016, 11:02:55 pm**

Yeah, was just a bit busier/more tired than I thought I would be. I'll try to marathon the rest of the turn tomorrow.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **April 02, 2016, 11:09:24 pm**

Its all right, thanks for letting me know!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **April 02, 2016, 11:18:34 pm**

PHEW

So the unicorns will kill us, or the river, or the goblins. Maybe even our own dwarves.

BUT NEVER WILL HARDWARE BRING US DOWN!

(see "anti-inspirational speech that was intended to be inspirational, like Elan's speech to the gladiator-watchers")

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 02, 2016, 11:26:49 pm**

I'll have to fiddle with the init settings (and WINE settings) a bit before I play next, anyway. That glitch can only be described as "catastrophic."

EDIT: There's no way to enable autosaving...

EDIT 2: Fuck it, I'll get some work done tonight.

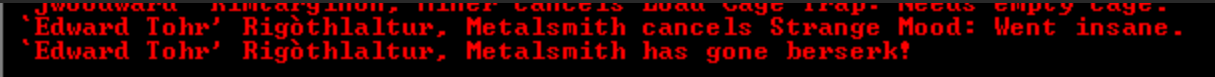


I swear to Armok I will end them all. They managed to take out another carpenter as well as a second dog.

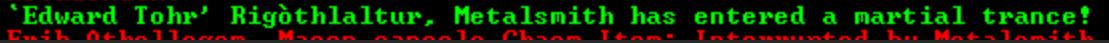
I have a plan, though. For now I've attempted to have a line of cage traps set. Wood is scarce, so I'm trying to muddy another area to facilitate the growth of giant mushrooms.



There are channels waiting to be dug, don't worry.

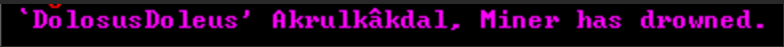


WELL MAYBE IF YOU WEREN'T SO GODDAMN PICKY



I'm not entirely certain how that works. Isn't a trance a sort of. . .calm? Either way, doesn't matter. I would have taken a picture of the body but he was actually ripped to shreds by a child and a few dogs.

A few days pass, not much happens other than a trapper getting killed by a unicorn and getting offices set up for the nobles, finally.



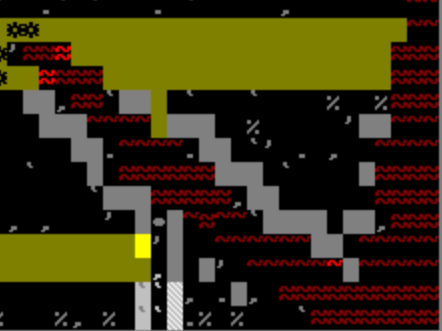
Honestly, this is your fault. You channeled underneath yourself, then instead of moving a few feet south to safety, you swam out into the river?

I've ordered some crafts to be made of the skeletons of the unicorns we've been collecting. Fucking things have to be worth something. Unicorn bone decorations on everything. Decorated unicorn bone bolts, let's do this.

That child that went insane earlier died of thirst. Our masons are lazy as hell so we don't have a coffin. Fantastic. To resolve the issue of low productivity, I order two more mason's shops built just below the current one. As I do so, summer arrives. I'm sure another swarm of sword-headed monsters will arrive with it. I should point out that we still have two named unicorns running about outside.

Work on the anti-unicorn project is progressing slowly but steadily. The river has begun flooding again, hopefully no one manages to get caught in it.

Evidently the magma river branches. Interesting. This will actually speed up the project somewhat.



We got some visitors right in the middle of Hematite.



They said they couldn't get their wagons over here, though. Odd. I'll resolve that issue for autumn. Evidently they weren't the only ones interested in the fortress wealth, however, as a kobold showed up and was promptly ripped to shreds by the dogs.

All the humans brought was meat, but I figure more food can't hurt. I offer them a few diamonds for the lot and off they go.

merchants have arrived and are unloading their goods.  
Stray cat <Tame> has adopted 'KingMurdoc' erithlek, Miner.

D'aww.

In other news, the lack of unicorn-based violence is actually starting to worry me. It's like they're planning something. Watching, waiting for the right moment to strike.

Etur Bermegid, Mason cancels Store Item in Stockpile: Interrupted by unicorn.

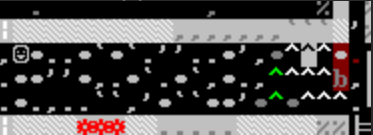
Or not. Or maybe this is just to throw me off...

Instead of building that component of Project "Fast Unicorn Cleaning/Killing Underground Natural Igneous Creation Offering Rapid aNnihilation of Suffering" or F.U.C.K.U.N.I.C.O.R.N.S, Gwolski has decided to throw a party.

Do you -like- unicorns?

It's now midsummer, nothing much going on until  
tunum loutkromian has grown to be  
A batman has sprung from ambush!

Oh come on, we haven't committed any crimes! Not even crimes against nature! Hell, nature has committed more crimes against US. The would-be ambusher gets punked by the miner he attacked, getting stunned and letting the guy get away. He tried to follow and got rocks dropped on his head for his trouble.



Thanks, to whoever built those.

I've been working on actually getting coffins into the catacombs. It's rather alarming, really, the fact that every coffin made is immediately used.

Ingish Ogdoren, Miner cancels Place Item in Tomb: Interrupted by unicorn.

Bastards won't even let us bury the dead.

Summer turns into autumn without much happening. Some farmer got gored by a unicorn but he'll be fine, and we caught a giant mole. Not really sure what to do with the thing, but hey.

A naked mole dog took a chunk out of jwoodward's leg. Kinda scared me because he's our best miner, but maybe he deserved it for not building anti-unicorn defenses as overseer.

You know, sometimes I wonder why we stuff ourselves into caves, breathing this musty, dank air, our eyes adjusting to the darkness so much that sunlight is enough to nauseate, dealing with the horrors of the deep, instead of living freely on the surface.

'Mr Frog' Logemnāzom, Average Citizen cancels Fell Tree: Interrupted by alligator.

And then I remember that nature fucking hates our guts.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Edward\_Tohr** on **April 03, 2016, 08:22:33 am**

Quote from: KingMurdoc on April 02, 2016, 11:26:49 pm

You know, sometimes I wonder why we stuff ourselves into caves, breathing this musty, dank air, our eyes adjusting to the darkness so much that sunlight is enough to nauseate, dealing with the horrors of the deep, instead of living freely on the surface.

'Mr Frog' Logemnāzom, Average Citizen cancels Fell Tree: Interrupted by alligator.

And then I remember that nature fucking hates our guts.

Welp, I think we've found our summary for this fortress. :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **April 03, 2016, 08:36:32 am**

Quote from: Edward\_Tohr on April 03, 2016, 08:22:33 am

Quote from: KingMurdoc on April 02, 2016, 11:26:49 pm

You know, sometimes I wonder why we stuff ourselves into caves, breathing this musty, dank air, our eyes adjusting to the darkness so much that sunlight is enough to nauseate, dealing with the horrors of the deep, instead of living freely on the surface.

'Mr Frog' Logemnāzom, Average Citizen cancels Fell Tree: Interrupted by alligator.

And then I remember that nature fucking hates our guts.

Welp, I think we've found our summary for this fortress. :P

Hahaha I concur, this says it all

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheBiggerFish** on **April 03, 2016, 08:46:50 am**

Yes. Yes. ALL THE YES.

Also sigging that.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **April 03, 2016, 01:28:48 pm**

Quote from: KingMurdoc on April 02, 2016, 11:26:49 pm

You know, sometimes I wonder why we stuff ourselves into caves, breathing this musty, dank air, our eyes adjusting to the darkness so much that sunlight is enough to nauseate, dealing with the horrors of the deep, instead of living freely on the surface.

'Mr Frog' Logemnāzom, Average Citizen cancels Fell Tree: Interrupted by alligator.

And then I remember that nature fucking hates our guts.

RINGDINGDINGDING!!! We have our first quote for the quote bank!

Also, this is so perfect. I couldn't have asked for a better fortress.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 03, 2016, 03:23:21 pm**

firing up the save again.

We're very low on booze and somehow we have no barrels left. I'm hoping that processing the pig tails laying around will free up a couple while I have the carpenter make a few. Failing that, the caravan should be here soon, and with it sweet, sweet booze.

New season, same problems.

Ingish Ogdoren, Miner cancels Store Item in Stockpile: Interrupted by unicorn.

I don't really know what to do with the ones we've captured. Surely someone can train them, but I'm tempted to sacrifice them to the mountain.

Our two militiadwarves finally had a sparring match, though one of them was clumsy enough to draw blood. I guess the "Mistress" didn't realize that it was unnecessary to stand in the fortress entrance for an entire season.

The caravan finally arrives, hopefully they've got an anvil. I forgot to mention earlier, another metalsmith withdrew from society but smelting is slow since the people bloody responsible keep going insane.



Let's also hope they don't get brutally murdered by unicorns.

I'm starting to think caravans are cursed. They always arrive as soon as the cave river floods, not that the flood does much more than muddy the floors.

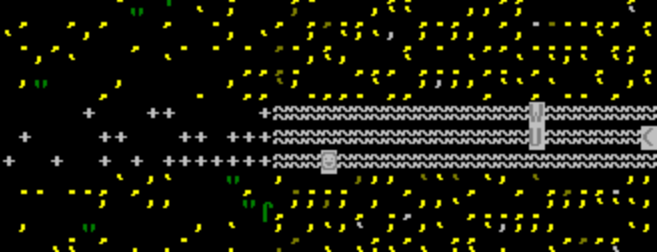
Aaaand all they brought was meat and a little cloth. Thanks, yeah, super helpful. Fantastic.

That unicorn we caught a while ago was giving me the most murderous look. . .

unicorn has become enraged! Thief! Bust out the brand for

That magma river is starting to look awfully tempting.

Despite the best efforts of booze deprivation, unicorn maulings, and an overly curious alligator, we finally finished the road.



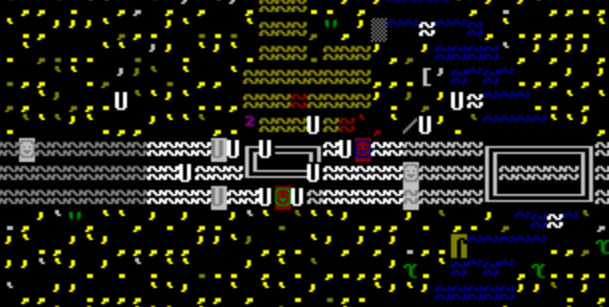
Hopefully next year's trading will be more profitable.

'Insanegame' Tosidmosus, Metalsmith cancels Strange Mood: Went insane.  
'Insanegame' Tosidmosus, Metalsmith has gone stark raving mad!

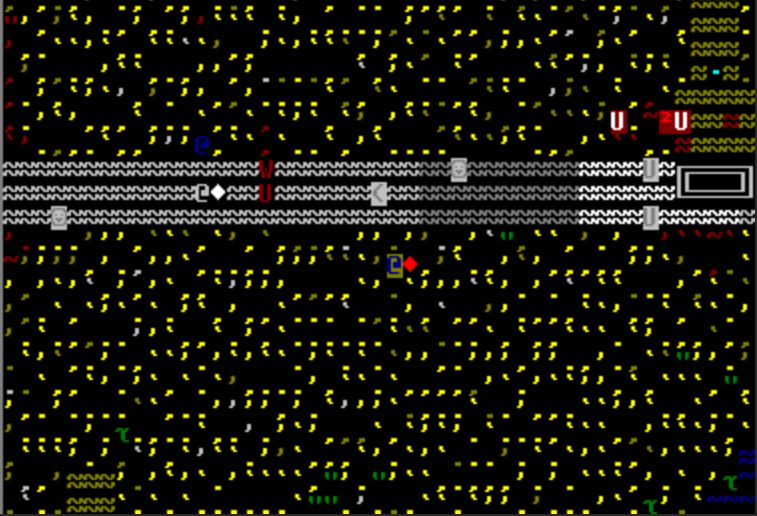
Dude, maybe you should settle for what we have to work with instead of yelling for a magma forge.

Other than that, the month was fairly uneventful. I mostly just yell at people to do their jobs instead of hauling rocks everywhere.

And immediately upon me writing that. . .

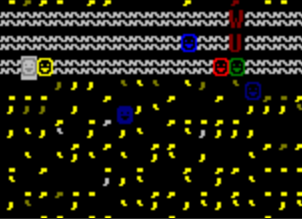


And they're right in the path of the merchants leaving. I hope the mountainhome understands when the caravan doesn't come back. I can't watch...



There's a dead guard over there, got perforated.

Just after the caravan escapes, some migrants step over the guard's corpse.



Which is good because we just lost another dwarf to the unicorns.

The remainder of autumn, thankfully, passes uneventfully. Project FUCKUNICORNS has been designed in entirety and dug out for most of its length. I will leave instructions on how to operate it on the end of this journal.

A hunter finally brought in that alligator. Sad that we couldn't lure it into a trap somehow, but hey, more meat.

That metalsmith with the ironic name finally starved. I guess gibbering madly does require some sort of energy. In his memory, however, I've also begun work on a smaller project.



Once this is finished, it should resolve the problems of both wood shortage and metalsmith shortage. (You picky fucks.)

Rejoice!

|       |     |
|-------|-----|
| Seeds | 226 |
| Drink | 24  |
| Other | 130 |

The dry spell ends! This should kick productivity back into gear.

Evidently the smell of booze attracted the kobolds. Two of them showed up and were scared off by the dogs, though they've yet to actually kill or be killed by them.

Midwinter rolls around and the farm plots dry up. More unicorns chase people around but no one's dead yet. FUCKUNICORNS is getting closer to completion every week, though I fear the next overseer may have to complete it.

The smiths are now telling me that magma forges require flowing magma. I am telling them that this is unreasonable. They are telling me that you cannot reason with the laws of physics. I would beg to differ but that would be rather meta.

Other than that, nothing much happens over the last part of winter other than the usual random unicorn maulings, though no one has died yet. However, I believe that soon - maybe not within the small remaining portion of my stint as overseer, but soon - our unicorn troubles will be over.

We lose another to the horned devils.

Sodel Irathel, Trapper cancels Hunt: Unconscious.  
Sodel Irathel, Trapper has been struck down.

But I'll show them. I'll show them ALL.

We also celebrated the King of Monkeys's twelfth birthday. Now he can actually be useful.

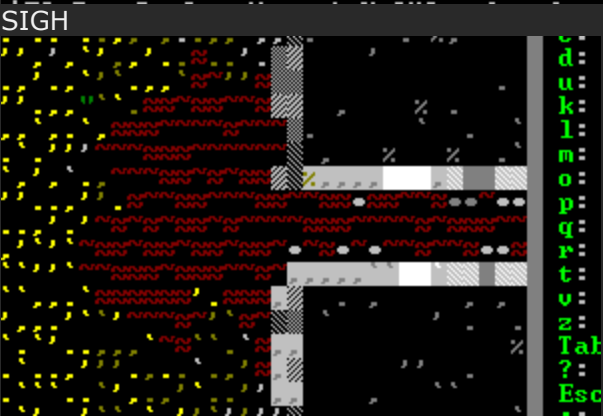
Sodel Irathel, Trapper has been struck down.  
'El Rey De Los Monos' Kolēlot has grown to become a Peasant.

I kind of wonder what visitors think when they see the entrance.



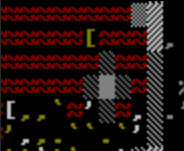
"Welcome to Boarpaints! Oh, no, ignore the gory mess all over the gate, it's perfectly safe here with zero chance of unicorn-assisted forcible ventilation or gibbering insanity."

'Gwolski' Idenlecad, Metalsmith cancels Construct Building: Taken by mood.  
The dwarves suspended the construction of Magma Forge.  
'Gwolski' Idenlecad, Metalsmith withdraws from society...



IT WORKS!  
(Imagine this with magma instead of tentacles, and unicorns instead of Servants.) (<https://www.youtube.com/watch?v=GpWgcz-9Ehc>)  
...or a metalsmith.

'Gwolski' Idenlecad, Metalsmith cancels Strange Mood: Too injured.  
'Gwolski' Idenlecad, Metalsmith has gone berserk!



Sorry, mate. You probably should have listened when I told everyone to get inside.

OH FUCK



ABORT ABORT ABORT  
WHY DID THE FRONT GATE MELT  
FUCKFUCKFUCK

Monom Olonmemad, Miner has died in the heat.  
The Stray Kitten <Tame> has died in the heat.  
Momuz Alodönul, Craftsdwarf has died in the heat.  
Iden Lolokenkos, Mason cancels Construct rock Blocks: Dangerous terrain.  
Edëm Nòmoddom, Manager has died in the heat.  
Sigun Ilidönul, Cow calf <Tame> has died in the heat.  
Reg Erithmebzuth, dog <Tame> has died in the heat.  
Unib Okangmomuz, Mason cancels Construct rock Floodgate: Dangerous terrain.  
Iden Lolokenkos, Mason has died in the heat.  
èrith Zèleräs, Baby has died in the heat.  
The cat <Tame> has died in the heat.  
Unib Okangmomuz, Mason has died in the heat.  
Mosus Zokunathel, Peasant has burned to death.  
'pisskop' Gusildostob, Farmer cancels Process Plants: Dangerous terrain.  
Urist Olinuker, Baby has died in the heat.  
'Arcvasti' Abanmurak, Peasant has died in the heat.  
Erib Febbidok, Carpenter has died in the heat.  
'pisskop' Gusildostob, Farmer has died in the heat.  
'MoonyTheHuman' Melbillerom, Mechanic has died in the heat.  
Lokum Idendetes, Child has died in the heat.

AND AFTER ALL THIS



THEY'RE STILL FUCKING ALIVE

save is here (<http://dffd.bay12games.com/file.php?id=11914>)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **April 03, 2016, 03:45:30 pm**

[Quote from: KingMurdoc on April 03, 2016, 03:23:21 pm](#)  
I don't really know what to do with the ones we've captured. Surely someone can train them, but I'm tempted to sacrifice them to the mountain.

Throw them into the magma. You can't train unicorns in this version. Not even if you have a maiden.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **April 03, 2016, 04:02:13 pm**

Sacrifice! Sacrifice! Sacrifice!

O Steve! God of Blocks!  
O Armok! God of Blood!  
Take these horned terrors  
Drink their blood  
Bless our endeavours here!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 03, 2016, 04:34:19 pm**

I just realized I don't know how to throw stuff into magma.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Onyx Discforge** on **April 03, 2016, 04:44:18 pm**

I volunteer my dwarf for unicorn ~~distraction~~ duty. Speaking of which, have I been dwarfed yet?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Edward\_Tohr** on **April 03, 2016, 04:52:50 pm**

[Quote from: KingMurdoc on April 03, 2016, 04:34:19 pm](#)  
I just realized I don't know how to throw stuff into magma.

Pretty sure in 2D, you throw magma onto stuff. :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 03, 2016, 04:55:31 pm**

[Quote from: Onyx Discforge on April 03, 2016, 04:44:18 pm](#)  
I volunteer my dwarf for unicorn ~~distraction~~ duty. Speaking of which, have I been dwarfed yet?

I haven't really been dwarfing people, sorry.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **April 03, 2016, 04:59:59 pm**

[Quote from: Edward\\_Tohr on April 03, 2016, 04:52:50 pm](#)  
[Quote from: KingMurdoc on April 03, 2016, 04:34:19 pm](#)  
I just realized I don't know how to throw stuff into magma.



Pretty sure in 2D, you throw magma onto stuff. :P

If Project Fuck the World is any clue...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 03, 2016, 10:46:18 pm**

MISTAKES HAVE BEEN MADE

So it turns out that bridges don't do a very good job of blocking fluids in 23a.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Dozebôm Lolumzalis** on **April 04, 2016, 12:40:07 am**

DAFUQ DID YOU DO?! You use a channel to block the magma, you idiot! (just RPin

I \_am\_ alive, right?

Have fun, Eyoeyoa Boason. HAVE LOTS OF FUN.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 04, 2016, 12:55:02 am**

The weird part is how the bridge didn't actually melt. The lava just sort of flowed over it. Same thing happened in one of the construction tunnels.

Also the chasm dwellers are probably a bit miffed, have fun with them.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Zanzetkuken The Great** on **April 04, 2016, 01:31:59 am**

Quote from: iwoodward48df on April 04, 2016, 12:40:07 am

DAFUQ DID YOU DO?! You use a channel to block the magma, you idiot! (just RPin

I \_am\_ alive, right?

Have fun, Eyoeyoa Boason. HAVE LOTS OF FUN.

If he goes through with the partying mindset, I get the feeling recovery will be...difficult.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 04, 2016, 01:56:36 am**

My recommendation would be magma-proofing the entrance (replace current entrance structure with a bridge over a channel, iirc that should eat the magma), finding a way to divert/kill nasty magma critters, and making a lot of really nice dining rooms, statue gardens, etc. FUCKUNICORNS should serve in lieu of a full military, which we don't have the dorfpower for anyway. (Heh.) In fact, moving everything closer to magma might be a good idea; with some careful manipulation you might be able to use the FUCKUNICORNS architecture to move water to a flooding chamber. Or, don't poke any more holes into the dangerous superweapon.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **EoyaBosan** on **April 04, 2016, 06:44:22 am**

Quote from: Zanzetkuken The Great on April 04, 2016, 01:31:59 am

Quote from: iwoodward48df on April 04, 2016, 12:40:07 am

DAFUQ DID YOU DO?! You use a channel to block the magma, you idiot! (just RPin

I \_am\_ alive, right?

Have fun, Eyoeyoa Boason. HAVE LOTS OF FUN.

If he goes through with the partying mindset, I get the feeling recovery will be...difficult.

Hooray! It's party time!

I have downloaded the save, and it seems to be working. Expect the first update before too long.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **April 04, 2016, 08:15:53 am**

Quote from: EoyaBosan on April 04, 2016, 06:44:22 am

Quote from: Zanzetkuken The Great on April 04, 2016, 01:31:59 am

Quote from: iwoodward48df on April 04, 2016, 12:40:07 am

DAFUQ DID YOU DO?! You use a channel to block the magma, you idiot! (just RPin

I \_am\_ alive, right?

Have fun, Eyoeyoa Boason. HAVE LOTS OF FUN.

If he goes through with the partying mindset, I get the feeling recovery will be...difficult.

Hooray! It's party time!

I have downloaded the save, and it seems to be working. Expect the first update before too long.

EyoyaBosan cancels Oversee Fortress: Partying.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Vuohijumala** on **April 04, 2016, 12:11:04 pm**

That last turn of events was legendary :D How much damage did the flowing magma do? Are unicorns still our leading cause of death?

..am I alive?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 04, 2016, 12:44:53 pm**



Oddly enough the stockpiles survived. As to whether you're alive, well, the fort just suffered about 75% losses, so...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Vuohijumala** on **April 04, 2016, 03:21:24 pm**

Quote from: KingMurdoc on April 04, 2016, 12:44:53 pm

Oddly enough the stockpiles survived. As to whether you're alive, well, the fort just suffered about 75% losses, so...

I guess that's bad..  
--  
*"Welcome to Boarpaints! Oh, no, ignore the gory charred mess all over the gate, it's perfectly safe here with zero chance of unicorn-assisted forcible ventilation, gibbering insanity or dwarf-induced, catastrophic melting of everything."*

I fixed our fortress presentation text.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **April 04, 2016, 04:26:31 pm**

I'll go ahead and put that in once I get to my computer.

Also, considering the amount of deaths without any end in sight, I hereby allow the redorfung of all those killed during KingMurdoc's turn, if you want to be redorfed. You'll all get names like "Urist McStabwounds Jr" or "Urist McUnicornchow II".

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 04, 2016, 04:49:45 pm**

I'm blaming all the dead metalsmiths on whoever decided to rush to the magma, by the way.

Not that it really improves that turn, but I have to make myself feel better somehow.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Edward\_Tohr** on **April 04, 2016, 04:55:24 pm**

Quote from: DolosusDoleus on April 04, 2016, 04:26:31 pm

I'll go ahead and put that in once I get to my computer.

Also, considering the amount of deaths without any end in sight, I hereby allow the redorfung of all those killed during KingMurdoc's turn, if you want to be redorfed. You'll all get names like "Urist McStabwounds Jr" or "Urist McUnicornchow II".

"Edward McNotKilledByUnicorns? That can't be right. Check the death records again." :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **April 04, 2016, 05:08:10 pm**

Oh, sorry. When I say I'll give you a redorf, I mean I'll just tack a "jr" or a "II" to the end of your name.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 04, 2016, 05:10:56 pm**

"Edward 'Stark Raving Mad' Tohr," Questioning career choices

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Edward\_Tohr** on **April 04, 2016, 05:38:09 pm**

Quote from: DolosusDoleus on April 04, 2016, 05:08:10 pm

Oh, sorry. When I say I'll give you a redorf, I mean I'll just tack a "jr" or a "II" to the end of your name.

I dunno, I think people who didn't specify a profession should get something silly pertaining to their cause of death.

Quote from: KingMurdoc on April 04, 2016, 05:10:56 pm

"Edward 'Stark Raving Mad' Tohr," Questioning career choices

Yeah, like that. :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 04, 2016, 06:24:58 pm**

I would also ramp up door production, now that I think of it. That was what saved most of the fort; I locked dwarves in bedrooms and the barracks until the magma flooded into the river/chasm.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Onyx Discforge** on **April 04, 2016, 06:32:29 pm**

Wait, correct me if I'm wrong, but this being a 2D fort means that we have a mountain on one side and plains on the other? Can we build up for a multilevel fort or does that not exist/isn't allowed? If the former, then how are there trees? Are all trees just one z level tall?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheBiggerFish** on **April 04, 2016, 06:35:00 pm**

It's a 2D GAME. There is no 'up'.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Onyx Discforge** on **April 04, 2016, 06:42:23 pm**

Quote from: TheBiggerFish on April 04, 2016, 06:35:00 pm

It's a 2D GAME. There is no 'up'.

But...then...wha?  
Onyx Discforge Cancels Being Confused: brain implodes as body collapses into infinitely thin point.  
But seriously, if it's all flat, then would the dwarves just be running around in a stone maze of their own construction in broad daylight since there's no level above them, or is there a "roof".

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **TheBiggerFish** on **April 04, 2016, 06:45:21 pm**

Well there's a floor, but...I dunno.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Edward\_Tohr** on **April 04, 2016, 06:46:57 pm**

Quote from: Onyx Discforge on April 04, 2016, 06:32:29 pm

Wait, correct me if I'm wrong, but this being a 2D fort means that we have a mountain on one side and plains on the other? Can we build up for a multilevel fort or does that not exist/isn't allowed? If the former, then how are there trees? Are all trees just one z level tall?

There is only one z-level. There is no "up" or "down". Any tile that was dug out is "inside", the rest are "outside".

Also, trees were only 1 z tall until pretty recently. And they only dropped one log, and didn't have fruits, and elves ambushed you with their wooden railguns and we didn't have those fancy underground caverns and we had to be lucky to strike adamantine and the only magma-safe stone was bauxite and don't even think about the magma sea and goblins were created out of thin air when it was time for a seige and we didn't have any of those "doctors" and everyone went on break whenever an important job came up and we had two options for armor, "chain" or "plate"

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **EoyaBosan** on **April 04, 2016, 06:49:21 pm**

And so it begins...

Spoiler (click to show/hide)

"Hey Eyoya," a fellow dwarf said to me as we passed in the hallway, "Did you know that "GULLIBLE" is written on the ceiling?"

I looked up, at which point they chuckled and said "Haha, got you; there's no such thing as a ceiling! Now, as forfeit, you have to be overseer!"

Damn! I can't believe I fell for that old trick! Well, I may as well make the most of it, I suppose. At least as overseer I can start as many parties as I like.

~~~~~

Now, let's see how our fair fortress of Boarpaints is faring...

Created Wealth:				Population:		14			
You need a Bookkeeper.				Miners	☹	2	Axedwarves	☹	None
				Carpenters	☹	None	Axe Lords	☹	None
				Masons	☹	5	Swordsdwarves	☹	None
				Trappers	☹	None	Swordmasters	☹	None
Trade Information:				Metalsmiths	☹	None	Macedwarves	☹	None
				Jewelers	☹	1	Mace Lords	☹	None
You need a broker.				Craftsdwarves	☹	1	Hammerdwarves	☹	None
				Nobles	☹	None	Hammer Lords	☹	None
Food Stores:	628			Peasants	☹	None	Speardwarves	☹	None
				Children	☹	None	Spearmasters	☹	None
				Fisherdwarves	☹	None	Marksdwarves	☹	None
				Farmers	☹	4	Elite Mrksdwrvs	☹	None
				Mechanics	☹	1	Wrestlers	☹	None
				Trained Animals	A	None	Elite Wrestlers	☹	None
				Other Animals	A	1	Recruits	☹	None
Meat	45	Seeds	266						
Fish	3	Drink	39						
Plant	153	Other	122						

Jwoodward' Rimtarginon, Miner	Construct Mechanisms
KingMurdoc' erithlek, Miner	Eat
Mr Frog' Logemnâzom, Average Citizen	Construct Building
DolosusDoleus II' Bermegid, Military	Construct Building
The Great Zanzetkuken II' Adrilkadol, Mason	Construct rock Coffin
Onyx Discforge' Athellogem, Professional	Distractioning
Arcvasti II' Dodókmingkil, Mason	Rest
Gwolfski II' Logemlek, Furnace Op	Sleep
TheImmortalRyuken II' Likotemgash, Metalsmith	
Imic' Sôdducin, Farmer	Brew Drink/R
EyoyaBosan' Oddomilral, Overseer	Store Item in Stockpile
Snow Dwarf' Ekurkilrud, Farmer	Process Plants
El Rey De Los Monos' Kolëlot, Farmer	Rest
Uuohijumala' Tunalen, Mechanic	Pickup Equipment
Kitten <Tame>	Tame

After the recent unexpected freak lava flooding incident, our strength stands at fourteen dwarves and one kitten. We have no military whatsoever. Though generally okay on food, our alcohol stocks are dangerously below optimal partying levels.

Despite all that, and despite the 24 vicious, bloodthirsty unicorns baying at our doors, I'm optimistic. I mean, it's simply such a lovely time of year, isn't it? The rich smell of fertile mud drifts down the corridors...

The cave river is overflowing.

...Visitors from afar appear on the horizon...

An elven caravan from Ithosaló Enina has arrived.

...And the entrance hall is full of sneaking vermin. Oh.



One kobold made a run for it and escaped empty handed. Another was trampled to death by the approaching elven caravan's mule.



The third escaped with some dog bone bolts.

Tromus, kobold Thief
"Tromus"

<large copper dagger>, Left
<small horse leather loinclo
<small wolf leather tunic>,
«-dog bone bolts [25]-», Hau

Well, so long as they keep their thieving hands off our booze, I honestly don't mind.

~~~~

Disappointingly, the elves brought almost nothing of any possible use or value.

FPS: 75

Merchants from Ithosaló Enina, a Forest Realm

Fìma Kifinorevé, elf Merchant: Greetings from the woodlands. We are enchanted by your more ethical works. We've come to trade.

Ithosaló Enina

Dùstiklogem

|                      |      |
|----------------------|------|
| (Strawberry wine Bar | 250Γ |
| (Golden salve Barrel | 60Γ  |
| (Emerald dye Bag (Ro | 150Γ |
| (Rope reed cloth)    | 5Γ   |
| (Rope reed cloth)    | 5Γ   |
| (Rope reed cloth)    | 5Γ   |
| (Rope reed cloth)    | 5Γ   |
| (Rope reed cloth)    | 5Γ   |
| (Rope reed cloth)    | 5Γ   |
| (Rope reed cloth)    | 5Γ   |

|                  |      |
|------------------|------|
| Gem Bin (Willow) | 250Γ |
| Rubies           | 20Γ  |
| Turquoises       | 20Γ  |
| Chrysoberyls     | 20Γ  |
| Aventurines      | 20Γ  |
| Aventurines      | 20Γ  |
| Rose quartzes    | 20Γ  |
| Red spinels      | 20Γ  |
| Turquoises       | 20Γ  |
| Red spinels      | 20Γ  |
| Rock crystals    | 20Γ  |
| Schist idol      | 5Γ   |
| -Schist idol-    | 5Γ   |

v: View good, Enter: Mark for trade  
s: Seize marked, t: Trade

v: View good, Enter: Mark for trade  
o: Offer marked to Ithosaló Enina

I tried to trade them a unicorn bone encrusted idol in return for that strawberry wine, but the snooty little so-and-sos turned their noses up at it.

Fìma Kifinorevé, elf Merchant: I see your low race still revels in death. That poor, gentle creature...

Gentle? Really? Displaying my characteristic dwarven tact and diplomacy, I demanded that they hand over the alcohol if they know what was good for them.

Fìma Kifinorevé, elf Merchant: Take what you wish. I can't stop you.

Well, I think that went well.

~~~~

After the elven caravan departed for greener pastures, things quietened down a little. Poor El Rey, who'd lost several friends and family in the tragic accidental lava flood of '55, lost her mind.

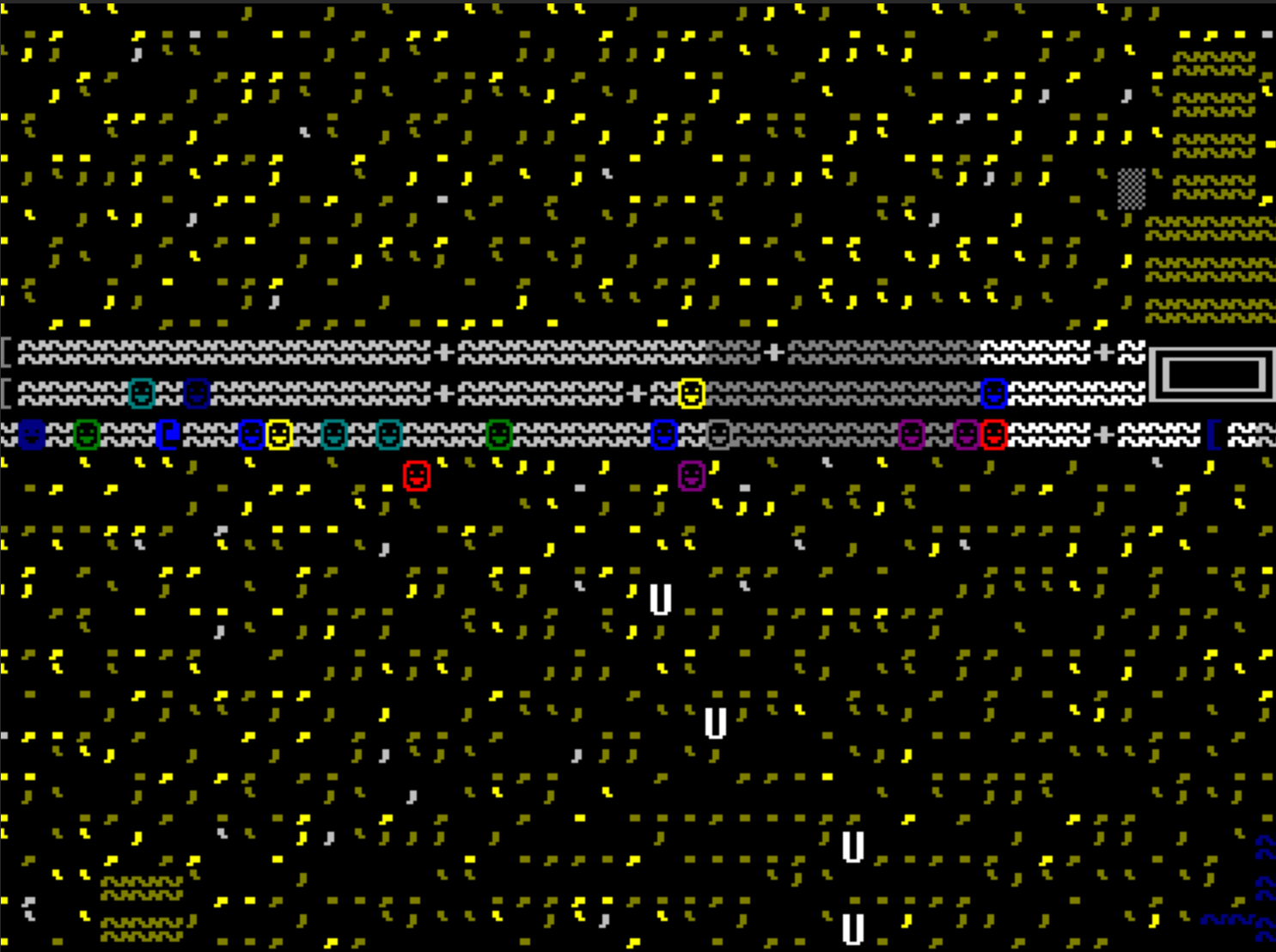
'El Rey De Los Monos' Kolëlot, Farmer cancels Rest: Went insane.
'El Rey De Los Monos' Kolëlot, Farmer has gone stark raving mad!

Gwolski II was found to be locked in her room for reasons unknown, so was allowed out and given a stiff drink and a new job as a metalsmith.

Finally, towards the end of Slate, some friendly faces finally appeared from the west.

the Manager Mebzuth Gegetfikod has arrived.
Sheriff Stukos Akrulamkol has arrived.
the Masons Guildmaster Ucar Rakustkeskal has arrived.
the Berite èzum Geshudnîles has arrived.
Some migrants have arrived.

Wait, are those-- Oh god, run you fools! Run!



By some miracle, those white maned avatars of death spared the migrant band and everyone made it inside without incident. The fortress now stands at a hearty population of 36 souls.

In a brief moment of lucidity between nonsensical babblings, El Rey organised a party.

The Farmer 'El Rey De Los Monos' Kolëlot has organized a party at Willow Table.

I attended, but she kept asking me how a raven is like a writing desk, and other such silly things.

'EyoyaBosan' Oddomilral, Overseer Attend Party

That's the last time I'm going to a party hosted by a mad person.

Sorry the images are a bit huge. I only noticed after I'd already uploaded everything.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 04, 2016, 06:52:27 pm**

Noice. Prompt updates make me feel all fuzzy inside.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 04, 2016, 06:53:59 pm**

Oh hey, original me died. Looks like the fort was saved from a double party goer overseer event.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **April 04, 2016, 07:04:15 pm**

Fun factoid: Dwarf Fortress 0.23.130.23a actually has support for multiple Z-levels in Fortress mode, though it never generates them there (it only does them in Adventurer mode for Human towns, Goblin towers, and caves). A while back, I wrote a DFHack-23a plugin which can add Z-levels to the top of an existing fortress (and populate them with minerals using the exact same logic as normal embarking), and the only major problem was that the auto-reveal code (when you discover the cave river, chasm, or magma flow) only

checks the current Z-level - pathfinding between levels works just fine, and dwarves know how to traverse stairs and ramps (though extra commands were necessary for creating them).

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **April 05, 2016, 01:22:27 am**

Quote from: Quietust on April 04, 2016, 07:04:15 pm

Fun factoid: Dwarf Fortress 0.23.130.23a actually has support for multiple Z-levels in Fortress mode, though it never generates them there (it only does them in Adventurer mode for Human towns, Goblin towers, and caves). A while back, I wrote a DFHack-23a plugin which can add Z-levels to the top of an existing fortress (and populate them with minerals using the exact same logic as normal embarking), and the only major problem was that the auto-reveal code (when you discover the cave river, chasm, or magma flow) only checks the current Z-level - pathfinding between levels works just fine, and dwarves know how to traverse stairs and ramps (though extra commands were necessary for creating them).

WOW!

[/OOC]

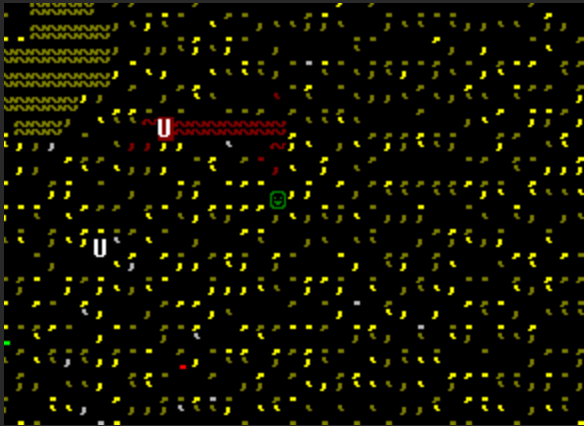
Finally! Finally strawberry wine!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **EoyaBosan** on **April 05, 2016, 05:14:57 pm**

The saga continues...

Spoiler (click to show/hide)

After our population nearly doubled, life in Boarpaints has become much more lively. Spirits are high, and even the bloodthirsty unicorns don't seem quite such a threat as they once did. In fact, a hunter from the recent migrant wave even slayed two single handedly!



This is cause for celebration!

The Overseer 'EyoyaBousan' Oddomilral has organized a party at Willow Table.

This was definitely the most intense party I've ever been to. In fact, El Rey partied so hard she stopped gibbering and keeled over dead.

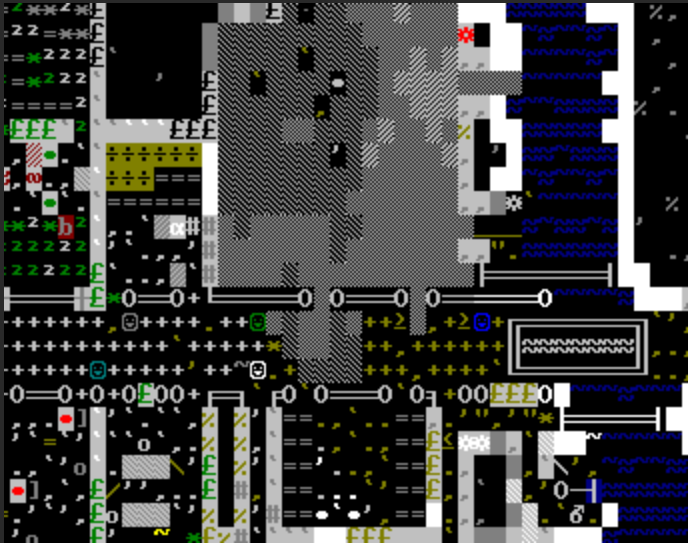


~~~~~

The turn of the seasons brought troublesome news: the one horned menace claimed the life of a new carpenter.

'Insanegame II' Egomzon, Carpenter has been struck down.  
It is now summer.  
You hear a deep rumbling coming from the cavern.

Curse them! There was also some strange noises from near the river, but I'm sure it's nothi--

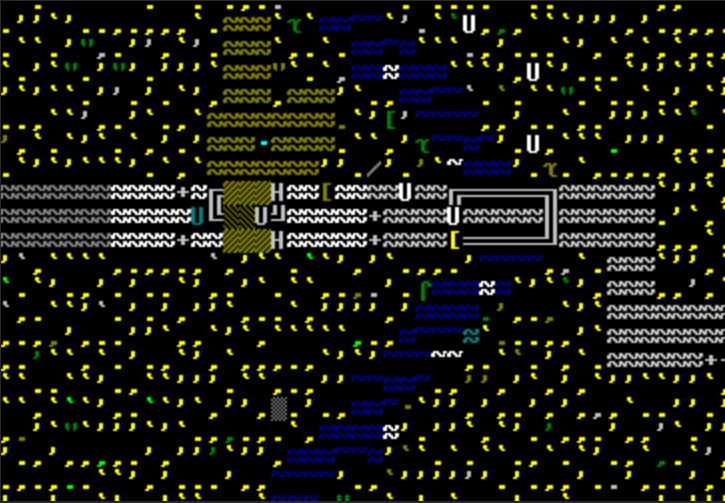


'EiyoyaBousan' Oddomilral. 0  
""EiyoyaBousan' Cloisteredtr  
upper body  
lower body       Stunned  
head  
right upper arm  
left upper arm  
right lower arm  
left lower arm  
right hand  
left hand  
right upper leg  
left upper leg  
right lower leg  
left lower leg  
right foot  
left foot  
  
g:Gen i:Inv p:Pref w:Wnd  
Space: Done

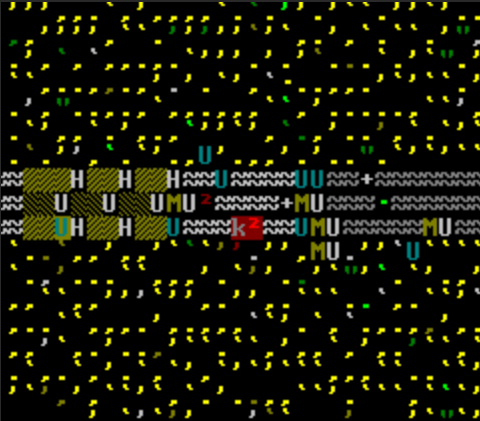
Well gosh, that was a bit of a surprise. I was only a few tiles away and was briefly knocked unconscious by the blast. Thankfully, no one was hurt, but I shall have to be a little more careful in future; all of the farms were destroyed, along with most of our seeds. We should still have enough plump helmet spawn to see us through, I think.

~~~~

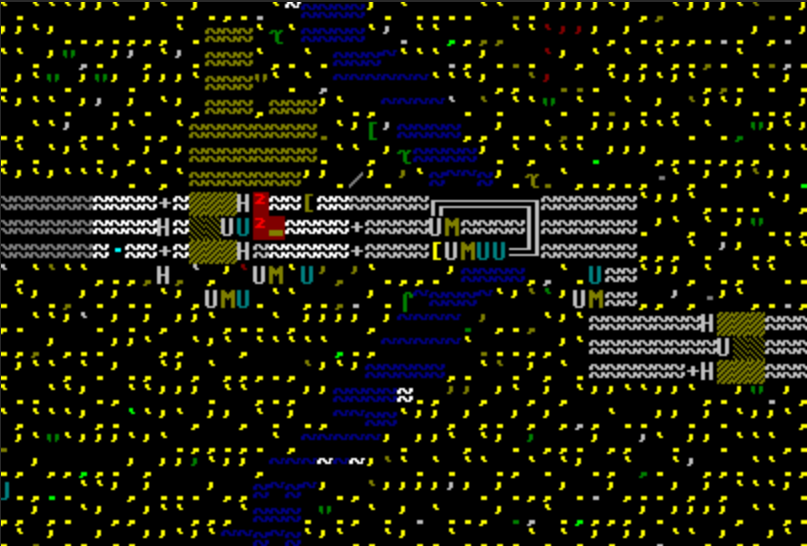
The human caravan arrived -- right in the middle of a swarm of unicorns!



Though spared by the horned horses from hell, an either very brave or very stupid kobold attempted to rob the caravan just as it neared the gates. It ended fairly predictably for him.



A second, however, leapt from near the bridge and managed to knock the wheel off the second wagon in line. It collapsed into a heap of wood and trade goods.



Without even having started trading, the entire caravan upped and left. I muttered a curse to myself as I watched all the wagons and donkeys loaded with exotic booze trundling away over the horizon. Enough mercy. The kobolds will pay for this, mark my words.

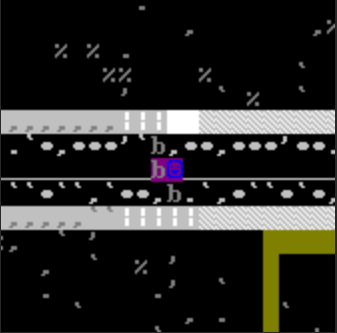
~~~~

While I was busy working out by trial and error what each of the unmarked levers in the fortress did (and coming rather close to causing another accidental lava flood -- haha, whoops!) a possessed gem cutter lost his mind.

Onol Okirèrith, Jeweler cancels Strange Mood: Went insane.  
Onol Okirèrith, Jeweler has gone stark raving mad!

He had been clamouring for rough gems -- of which we had several, but apparently none would do. It could be to do with his personal preference for emeralds (of which I could find none), or it could just be the fickle nature of the spirits. I suppose now we shall never know.

Meanwhile, TheImmortalRyuken II was accosted by no fewer than four batmen, but successfully escaped with no more than a slight shoulder injury.



They later met a grisly end in a line of stone-fall traps. Such is life.

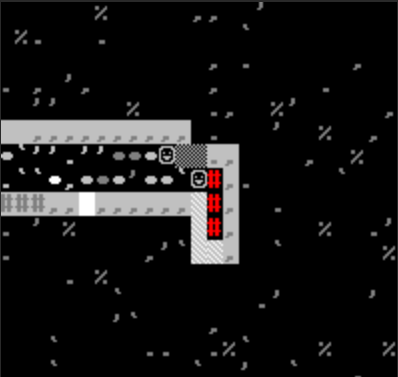
~~~~

Towards late summer, a certain engineering project finally reached completion: a sleek, shiny steel bridge arcing across the magma flow to the dark rock wall on the other side, opening the way to the glorious unknown beyond.



What lies deeper -- thick veins of precious ore? Walls of glittering gems? Or even the heavenly blue metal of legends?

A miner has located some eerie glowing pits.



Oh. Is that it? Well, that's a little disappointing.

~~~~

(OOC) To be honest, I really know very little about HFS in the early versions. How screwed are we, exactly?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Quietust** on **April 05, 2016, 06:21:07 pm**

Quote from: EoyaBosan on April 05, 2016, 05:14:57 pm  
(OOC) To be honest, I really know very little about HFS in the early versions. How screwed are we, exactly?  
You will get 10 demons of random type (frog demons, tentacle demons, and spirits of fire), then nothing ever again. However, those spirits of fire are quite likely to utterly destroy you, given that they're just as dangerous in 23a as in 40d.

In the future, know that large creatures were *not* immune to the Dwarven Atom Smasher back in this version...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **April 05, 2016, 06:33:09 pm**

You know, on a scale from 1 to fucked, spirits of fire are a definite 8.

Also gonna say this now: if anyone does happen to find adamantine on their turn, DO NOT MINE IT. It starts an unreversable countown that will lead to the end of the fortress.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 05, 2016, 07:27:11 pm**

I suppose we should start discussion on whether to reclaim or not.

EDIT: Are reclaims a thing in 23a?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **TheImmortalRyukan** on **April 05, 2016, 07:29:08 pm**

Quote from: KingMurdoc on April 05, 2016, 07:27:11 pm  
I suppose we should start discussion on whether to reclaim or not.  
EDIT: Are reclaims a thing in 23a?

... ... you dug it, didn't you?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 05, 2016, 07:45:17 pm**

Quote from: TheImmortalRyukan on April 05, 2016, 07:29:08 pm  
Quote from: KingMurdoc on April 05, 2016, 07:27:11 pm



I suppose we should start discussion on wheener to reclaim or not.

EDIT: Are reclaims a thing in 23a?

... .. you dug it, didn't you?

I didn't even bridge the magma on my turn. I was too busy trying to put the magma on the surface.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **April 05, 2016, 10:17:41 pm**

Quote from: KingMurdoc on April 05, 2016, 07:27:11 pm

Are reclaims a thing in 23a?

Yes, they are, and I believe they didn't change much between 23a and 40d.

It is also worth noting that the Adamantine counter (each tile mined being a 1% chance to End-Game at the end of the season) is **not** reset during a reclaim, and once a fortress is Too-Deeped, **it cannot be reclaimed**.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolfski** on **April 06, 2016, 01:12:02 am**

so, what actually happens if you mine too much? Cant you just wall it off?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **April 06, 2016, 01:20:10 am**

Quote from: Gwolfski on April 06, 2016, 01:12:02 am

so, what actually happens if you mine too much? Cant you just wall it off?

In 23a it basically starts an unstoppable doomsday counter. Eventually you'll get a somewhat creepy message and an instant game over.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Edward\_Tohr** on **April 06, 2016, 01:47:06 am**

Quote from: Gwolfski on April 06, 2016, 01:12:02 am

so, what actually happens if you mine too much? Cant you just wall it off?

There's nothing to wall off. Once that doomsday clock hits zero, the game cuts to a text screen and your fort is dead.

Well, mostly dead. You can still send an adventurer in there, but that's it.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Imic** on **April 06, 2016, 01:47:43 am**

Hi guys, i was gone for a bit so i wa  
**HOLY**  
**MOTHER**  
**OF**  
**GAWD**  
Gentlemen, we have created a monster *worse* then boatmurdered.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolfski** on **April 06, 2016, 01:47:56 am**

Oh.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Imic** on **April 06, 2016, 02:53:12 am**

I notice that imic is still alive.  
Make him a hammerdorf and put me on the turn list.  
This shalt be fun.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **April 06, 2016, 08:04:36 am**

Quote from: Imic on April 06, 2016, 02:53:12 am

I notice that imic is still alive.  
Make him a hammerdorf and put me on the turn list.  
This shalt be fun.

In ye go!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **TheImmortalRyukan** on **April 06, 2016, 10:55:50 am**

... well darn, I was hoping for my turn...

DIBS on being the first to play the reclaim/ new fort

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Zanzetkuken The Great** on **April 06, 2016, 11:07:03 am**

Quote from: TheImmortalRyukan on April 06, 2016, 10:55:50 am

DIBS on being the first to play the reclaim/ new fort

If the fort falls, we will likely go in the already made order, and there are two people in front of you.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **TheImmortalRyukan** on **April 06, 2016, 11:21:14 am**

Quote from: Zanzetkuken The Great on April 06, 2016, 11:07:03 am

Quote from: TheImmortalRyukan on April 06, 2016, 10:55:50 am

DIBS on being the first to play the reclaim/ new fort

If the fort falls, we will likely go in the already made order, and there are two people in front of you.

Time for some political dealing...

\*screams are heard throughout the fortress

\*Maniacal Laughter is heard throughout the fortress

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **Imic** on **April 06, 2016, 11:22:35 am**

Quote from: TheImmortalRyukan on April 06, 2016, 11:21:14 am

Quote from: Zanzetkuken The Great on April 06, 2016, 11:07:03 am

Quote from: TheImmortalRyukan on April 06, 2016, 10:55:50 am

DIBS on being the first to play the reclaim/ new fort

If the fort falls, we will likely go in the already made order, and there are two people in front of you.

Time for some political dealing...

\*screams are heard throughout the fortress

\*Maniacal Laughter is heard throughout the fortress

\*imic crawls out of farms\*

My spine...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **DolosusDoleus** on **April 06, 2016, 12:07:52 pm**

Gentlemen, We don't know if eyoya acually mined the adamantine. I was just saying that if you do find adamantine, don't mine it. Or you'll be automatically skipped.

EDIT: And even if Eyoya DID mine it, I'll let him redo his turn 'cause he didn't know.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **KingMurdoc** on **April 06, 2016, 02:44:55 pm**

I believe they were accusing me of mining it. I only smelted most of the population on my turn, though.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**  
Post by: **EoyaBosan** on **April 06, 2016, 05:08:46 pm**

Don't worry, I didn't mine any adamantine. That's not to say I didn't end the fortress, of course.

Spoiler (click to show/hide)  
Well, that was rather an anticlimax, wasn't it? I was expecting somewhat more than just a glowing hole in the ground. Perhaps we should just call it a day, unless th-- Hmm? What was the sound?

Magma Smelter destroyed.  
Magma Forge toppled.  
Schist Floodgate destroyed.

If I'm not mistaken...

Horrors! Demons in the deep!

...it almost sounded like...



A PARTY!



Look! We've even got some VIP special guests!

spirit of fire.  
Olon Okileshtân, Carpenter cancels Store Item in Stockpile: Interrupted by spirit of fire.  
'TheImmortalRyuken II' Likotemgash, Metalsmith has been struck down.  
Uucar Dastotzokun, Fisherdwarf cancels Chasm Item: Interrupted by spirit of fire.  
Zuglar Nicatdeler, Craftsddwarf cancels Store Item in Stockpile: Interrupted by spirit of fire.  
Iden Atîrêrith, Engraver cancels Store Item in Stockpile: Interrupted by spirit of fire.  
Ilral Dumatkol, Craftsddwarf has been struck down.  
'Snow Dwarf' Ekurkilrud, Farmer cancels Store Item in Stockpile: Interrupted by spirit of fire.  
Schist Door destroyed by Baktur Strelasmaga, spirit of fire.  
Tun Ingishôm, Engraver cancels Store Item in Stockpile: Interrupted by spirit of fire.  
'Mr Frog' Logemnâzom, Average Citizen cancels Store Item in Bin: Interrupted by spirit of fire.  
Fath Dumatkol, Trapper cancels Drink: Interrupted by spirit of fire.  
'Taupe II' Seratir, Axedwarf cancels Fill Waterskin: Interrupted by spirit of fire.

Gosh, you lot really don't seem to be in the party spirit, do you?

```
Stibhomultêrfath
"The Primitive Common Sacks"

Commanded By:
'EiyiyoyaBousan' Oddomilral,

22 Active Dwarves

l: Not locked on squad
p: Add a patrol point
x: Delete patrol route
s: Station squad
z: Zoom to commander
-+: Lock on another squad
```

C'mon you big bunch of primitive common sacks, let's go "station" ourselves in the meeting hall, where all of the fun is happening!



Wow, the dancefloor is on fire! And so are the bedrooms!



And the main corridor!

```
Olon Okileshtân, Carpenter
"Olon Testsmith"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

g:Gen i:Inv p:Pref w:Wnd
Space: Done
```

Even this carpenter is on fire! Actually, now that I look closely, quite a lot of things are on fire. In fact, I suspect I might be slightly on fire myself.

|                 |   |      |                 |   |      |
|-----------------|---|------|-----------------|---|------|
| Population :    | 5 |      |                 |   |      |
| Miners          | ⚔ | None | Axedwarves      | ⚔ | None |
| Carpenters      | ⚔ | None | Axe Lords       | ⚔ | None |
| Masons          | ⚔ | None | Swordsdwarves   | ⚔ | None |
| Trappers        | ⚔ | None | Swordmasters    | ⚔ | None |
| Metalsmiths     | ⚔ | None | Macedwarves     | ⚔ | None |
| Jewelers        | ⚔ | None | Mace Lords      | ⚔ | None |
| Craftsdwarves   | ⚔ | None | Hammerdwarves   | ⚔ | None |
| Nobles          | ⚔ | None | Hammer Lords    | ⚔ | None |
| Peasants        | ⚔ | None | Speardwarves    | ⚔ | None |
| Children        | ⚔ | None | Spearmasters    | ⚔ | None |
| Fisherdwarves   | ⚔ | None | Marksdwarves    | ⚔ | None |
| Farmers         | ⚔ | None | Elite Mrksdwrvs | ⚔ | None |
| Mechanics       | ⚔ | None | Wrestlers       | ⚔ | 1    |
| Trained Animals | ⚔ | None | Elite Wrestlers | ⚔ | None |
| Other Animals   | ⚔ | 1    | Recruits        | ⚔ | 4    |

Oh, is it over already? Everyone seems to have gone home for the night.

Well, this party has been a blast, but I'm feeling a little exhausted. If you don't mind, I think I'll just have a bit of a lie down over here.

‘EyiyoyaBousan’ Oddomilral, Overseer has been struck down.

Your settlement has crumbled to its end.

~~~~

(OOC) Well, I think that's the third community fortress I've been in that has fallen during my turn. I swear I'm actually quite good at this game! Most of the time!

Anyway, how shall we continue? I have a backed up save from mid-summer, not long before the breach, or alternatively we can reclaim. From what I understand reclaims in v0.23 are more fun, as you can bring a lot more dwarves with you.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 06, 2016, 05:14:52 pm**

I vote reclaim.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 06, 2016, 05:21:30 pm**

Quote from: KingMurdoc on April 06, 2016, 05:14:52 pm

I vote reclaim.

With a reclaim, should we establish a precidinct of having the next player reclaim or let the old overseer do so? I have a plan I want to try and I can admit it would be easier with a reclaim than an inherit.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 06, 2016, 05:23:50 pm**

I'd say that if the fort topples due to your own actions (e.g. incinerating everyone with a poorly designed doomsday device) then the next overseer goes. If it dies because of something the last overseer did (e.g. throwing the magma lever right before handing it off or something) you can reclaim.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **EoyaBosan** on **April 06, 2016, 05:25:10 pm**

Quote from: Zanzetkuken The Great on April 06, 2016, 05:21:30 pm

Quote from: KingMurdoc on April 06, 2016, 05:14:52 pm

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I'm happy to let the next player in line reclaim. I've probably done enough damage already.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 06, 2016, 05:26:50 pm**

Quote from: EoyaBosan on April 06, 2016, 05:25:10 pm

Quote from: Zanzetkuken The Great on April 06, 2016, 05:21:30 pm

Quote from: KingMurdoc on April 06, 2016, 05:14:52 pm

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I'm happy to let the next player in line reclaim. I've probably done enough damage already.

Upload the save and I can get started when I get back from class.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 06, 2016, 05:55:57 pm**

Quote from: Zanzetkuken The Great on April 06, 2016, 05:26:50 pm

Quote from: EoyaBosan on April 06, 2016, 05:25:10 pm

Quote from: Zanzetkuken The Great on April 06, 2016, 05:21:30 pm

Quote from: KingMurdoc on April 06, 2016, 05:14:52 pm

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Upload the save and I can get started when I get back from class.

Go ahead and take it. I'm cool with this idea.

EDIT: Oh yeah, and redorf everyone. I think its all the people on the overseer list plus Mr. Frog, Taupe, and Onyx Discforge

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **April 06, 2016, 05:57:39 pm**

Quote from: EoyaBosan on April 06, 2016, 05:08:46 pm

Well, I think that's the third community fortress I've been in that has fallen during my turn. I swear I'm actually quite good at this game! Most of the time!

I'm trying to decide which side of Hanlon's razor this falls on, malice or incompetence...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 06, 2016, 07:54:49 pm**

Quote from: DolosusDoleus on April 06, 2016, 05:55:57 pm

Go ahead and take it. I'm cool with this idea.

EDIT: Oh yeah, and redorf everyone. I think its all the people on the overseer list plus Mr. Frog, Taupe, and Onyx Discforge

Going to need the save to do that. Hasn't been posted yet from what I see.

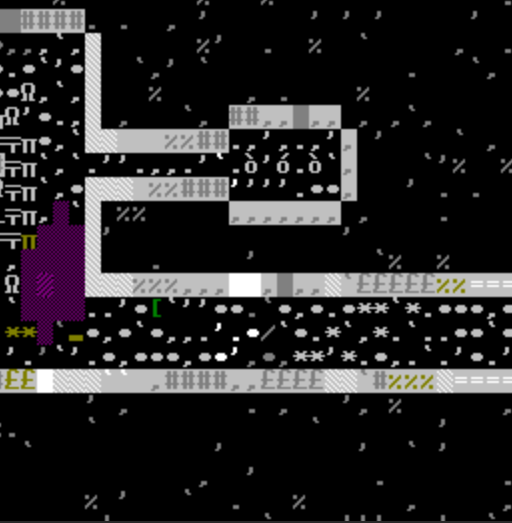
Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **EoyaBosan** on **April 07, 2016, 09:57:22 am**

Here's the save! (<http://dffdbay12games.com/file.php?id=11920>)

Note that when you're reclaiming you should choose Dùstiklogem, not the other one.



As for the levers beside the dining hall:



The one on the left raises/closes the drawbridge outside the main entrance, just next to the trading depot.
The middle one raises/closes the bridge between the magma tunnel and the outside, north of the entrance.
The one on the right opens/closes the floodgates at either end of the magma tunnel, and also raises/closes two bridges giving access to the tunnel.

I didn't have a chance to test any of the other levers before the demon party, so use them at your own risk.

Have fun!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 07, 2016, 10:17:23 am**

...who on earth decided to put another lever next to the magma lever? why would you put more levers next to the magma levers?!?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **April 07, 2016, 10:18:21 am**

To lessen the chance of accidentally pulling the magma lever

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 07, 2016, 10:58:28 am**

okay so my original design for that room was two levers, the one in the center (which should now be on the left) lowered and raised the bridge from the magma tunnel to the surface, the one on the right was the one that closed off the tunnel and opened the floodgates. The lever for the main bridge was located in a completely different location which means *not only did EoyaBosan dig up the demons, he also deliberately fucked with the lever layout.*

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Imic** on **April 07, 2016, 11:21:19 am**

Welp, we all died. Ho-
- I'M ALIIIIIIIIIIIIIIIIIIIIIVE.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **EoyaBosan** on **April 07, 2016, 11:22:30 am**

My idea was to have all of the important levers in one easily accessible, defensible, central place. I even had digging designations running in lines from above each lever to each of the things it operated to make it completely unambiguous; see the map from just after the breach here (<http://mkv25.net/dfma/map-12664-boarpaints>)! Unfortunately, all of the designations are lost after reclaim.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Vuohijumala** on **April 07, 2016, 11:28:03 am**

So, I did survive the magma incident. Then we died. May I have my next beard-fella be the sheriff? I want justice.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

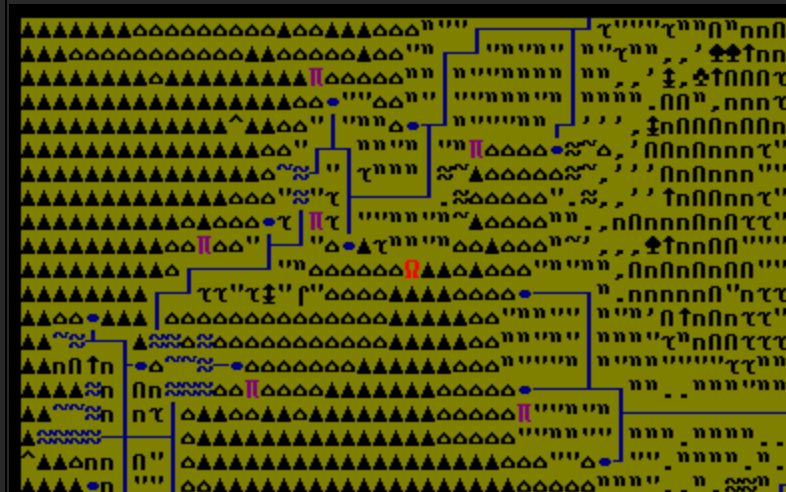
Post by: **Zanzetkuken The Great** on **April 07, 2016, 11:44:05 am**

Interface in 23a is a fair bit different than the newer versions. Anyway, starting my run.

EDIT:

Quote from: EoyaBosan on April 07, 2016, 09:57:22 am

Note that when you're reclaiming you should choose Dùstiklogem, not the other one.



The Violent Point of Hides

Tropical Freshwater Marsh
Temperature: **Hot**
Trees: **Woodland**
Other Vegetation: Moderate
Surroundings: **Serene**


Dwarves
Elves
Goblins
Humans

Dùstiklogem

Press **Enter** to continue. Movement Keys, **+-**: Select

No I should not. That's not the one that we embarked at. This is:

Quote from: DolosusDoleus on March 14, 2016, 09:58:48 pm



The Violent Point of Hides

Tropical Savanna
Temperature: **Hot**
Trees: Sparse
Other Vegetation: Moderate
Surroundings: **Peaceful**

Dwarves
Goblins
Elves
Humans

Press **Tab** to change mode. **e**: Embark! Movement Keys, **+-**: Select

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **EoyaBosan** on **April 07, 2016, 11:52:43 am**

I promise you, it's definitely Dùstiklogem/Boarpaints. Look up the translation here (<http://dwarffortresswiki.org/index.php/Language>) if you don't believe me.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **April 07, 2016, 12:03:14 pm**

Oh whoops, I must have put up the screenshots for my first embark attempt. It didn't have unicorns so I did a second embark. Sorry.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Imic** on **April 07, 2016, 01:24:49 pm**

Quote from: DolosusDoleus on April 07, 2016, 12:03:14 pm

Oh whoops, I must have put up the screenshots for my first embark attempt. It didn't have unicorns so I did a second embark. Sorry.

And remember, *DOORS, NO DRAWBRIDGES, DOOOOOOOOORS!!!!!!!!!!!!!!!!!!!!?*

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **April 07, 2016, 01:58:56 pm**

also, do the trick where you put a bridge over a channel at the entrance, so the channel eats the magma instead of it smelting dwarfite bars.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Imic** on **April 08, 2016, 01:14:11 am**

Quote from: KingMurdoc on April 07, 2016, 01:58:56 pm

-snip-
dwarfite bars.

:D

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **April 08, 2016, 06:43:42 am**

Quote from: KingMurdoc on April 07, 2016, 01:58:56 pm

also, do the trick where you put a bridge over a channel at the entrance, so the channel eats the magma instead of it smelting dwarfite bars.

Useful information: when you build a channel, it is temporarily a **building** (which can be turned into a Pond) as well as a terrain feature, which prevents you from placing other buildings on top of it. One easy way to to make it stop being a building (so you can build a bridge over it) is to **fill it with water**, though I seem to recall that you can also start digging another large channel next to it (they're multi-tile, just like roads and bridges) and then *cancel* it once it starts but before it finishes (i.e. once it stops flashing).

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 09, 2016, 11:02:26 am**

Any news?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 09, 2016, 12:19:32 pm**

Quote from: KingMurdoc on April 09, 2016, 11:02:26 am

Any news?

Forgot about a trip down to the Lake of the Ozarks. Will delay me for a bit. Did start the reclaim before went down, and the fort appears to be worth about 28 dwarves for the reclaim.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 09, 2016, 09:35:53 pm**

Quote from: Zanzetkuken The Great on April 09, 2016, 12:19:32 pm

Quote from: KingMurdoc on April 09, 2016, 11:02:26 am

Any news?

Forgot about a trip down to the Lake of the Ozarks. Will delay me for a bit. Did start the reclaim before went down, and the fort appears to be worth about 28 dwarves for the reclaim.

Noice. Let us know when you're back!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Dozebôm Lolumzalis** on **April 10, 2016, 04:01:16 pm**

Let me get this straight. Year 1, goes okay. My year, goes okay. 3rd year, goes okay until the overseer burns the world and us along with it. 4th year, THE OVERSEER UNLEASHES HELL. Welp, that was fast for a fort to die. Guess I shouldn't have expected anything more from Bay12 + v.23a. (I mean, my 23a forts tended to last at *least* 5 years.)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 10, 2016, 04:23:03 pm**

In my defense, all I wanted to do was kill the unicorns.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 10, 2016, 08:41:24 pm**

Quote from: jwoodward48df on April 10, 2016, 04:01:16 pm

Let me get this straight. Year 1, goes okay. My year, goes okay. 3rd year, goes okay until the overseer burns the world and us along with it. 4th year, THE OVERSEER UNLEASHES HELL. Welp, that was fast for a fort to die. Guess I shouldn't have expected anything more from Bay12 + v.23a. (I mean, my 23a forts tended to last at *least* 5 years.)

Well you see, it was the unicorns' fault. I'm sure they manifested an artificial intelligence, and told EyoyaBosan to unleash hell so more dwarves could be murdered.

Also, I'm putting your post in the quote bank. It made me laugh.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 10, 2016, 10:46:11 pm**

I should mention that the term "dwarfite bars" was not invented by yours truly.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **TheBiggerFish** on **April 11, 2016, 06:16:39 am**

Also, what about the [REALLY OLD SPOILER], or is there a workaround...?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Imic** on **April 11, 2016, 06:18:42 am**

Quote from: KingMurdoc on April 10, 2016, 10:46:11 pm

I should mention that the term "dwarfite bars" was not invented by yours truly.

TELL ME

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 11, 2016, 11:05:32 am**

Quote from: Random_Dragon on April 03, 2016, 11:33:35 pm

Quote from: KingMurdoc on April 03, 2016, 10:49:51 pm



Congrats. You have smelted dwarfite bars.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 11, 2016, 12:03:10 pm**

Entry 1.
Expedition Commander Zanzetkuken III, Year 1057 Overseer of Boarpaints.
Granite 01, 1057.
Early Spring.

Our party has finally arrived at the fortress of Boarpaints after a quite long journey. Contact had been established four years ago and lost less than a year ago for unknown reasons. Upon arrival, we had found several dwarves expressing confusion over the state of the world. When questioned, many have made strange comments upon the current state being either something of myth and legend. One or two have made comments of this being a down-state world. Meaning will be divined at a later date. It has been determined the fort was lost and a reclaim was about to start. I was chosen as overseer for the first year due to having, quote, "greater knowledge of this world" and being senior commander.

First orders were to construct an alternate passage in. I do not know what befell this fortress, but going through the front gate would likely be detrimental to our ability. Path will go through where some old rooms were, before the underground river. Next entry will be made upon either entrance to the fortress, or other information has been divined from the strange dwarves.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 11, 2016, 12:47:16 pm**

No comment on the charred surface? Or has that grown back already?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **El Rey De Los Monos** on **April 12, 2016, 10:51:10 am**

Guys i just got back and read this after a while of being off. THIS IS AMAZING!!!!!!!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 12, 2016, 05:49:51 pm**

Quote from: KingMurdoc on April 11, 2016, 12:47:16 pm

No comment on the charred surface? Or has that grown back already?

Only wish to comment on stuff dwarves would find unusual.

Entry 2.
Expedition Commander Zanzetkuken III, Year 1057 Overseer of Boarpaints.
Felsite 01, 1057.
Early Spring.

I am leading a pack of complete and utter idiots. Despite orders to not enter the fortress through the main gate, I have lost two dwarves, and nearly more, to the absolute most idiotic of reasons. Dolosus III was lost when they decided to attempt to dig a tunnel through from the other side, inside the fortress, and Zas was lost when they went into the fort to...I can't even comprehend it. Cleaning bloodstains? What the fuck. What's worse is that another dwarf tried to do the same thing, another ran into the fort to catch fish and then went back in multiple times to get the fish he caught after being scared of an Antman. Who sent these people!? At very least, Dolosus IV is not displaying the same level of reckless intellect as his brother.

It should be noted that the incursions of these individuals did actually bring something fruitful. A collection of the logs of the prior overseers, such as they were, had been gathered. Interestingly, quite a few mentions of unicorns plaguing the fortress have been mentioned. While there was a close encounter early on, Mr. Frog II has quite frequently been driving them away past that point. In fact, when he had temporarily passed out in the woods, none even bothered to come anywhere close to him. I do not know the reasons they fear him, but I do enjoy the results. I do not know if it is notable that he is a 'down-state' individual like myself, but considering the lack of information upon the meaning of this, I feel it should be noted.

With the above developments, I have decided to take a different route than retaking the old fortress. The tunnel is to be expanded into an operations base to prepare for breaching the old fortress. The old will be sealed up for the time being and caravans will be redirected south to the operations area.

No concrete information has been gathered from the individuals from 'up-state'. The logs seemed to indicate that some dwarves from 'up-state' have managed to migrate from time to time. May be possible to get more information from them at a later time. A surviving entry from the first overseer is to be added upon the next page does hold a fair amount of information of the initial arrival, and I advise any 'down-state' individuals to read the account. It may help the decisions you make.

Account I am referring to is the entries in the OP's Prologue.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 13, 2016, 02:20:44 pm**

Damn, I'm loving your updates so far Zanzetkuken. Great job.

I'm just wondering, what is the plan so far to reclaim the Majority of Boarpaints? Because there are going to be some nasties in there.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 13, 2016, 03:35:16 pm**

Quote from: DolosusDoleus on April 13, 2016, 02:20:44 pm

Damn, I'm loving your updates so far Zanzetkuken. Great job.

I'm just wondering, what is the plan so far to reclaim the Majority of Boarpaints? Because there are going to be some nasties in there.

I'm not planning to dive into the old fort on my turn. I'm focusing on creating the launching off point and securing the road from the new area to the map edge. Current plan for the latter is to build a channel, possibly filled with magma but I am not going to risk that on my turn, outside a line of raised bridges. If it is possible to do so without disrupting the ability for wagons to path, I'll be using further bridges as a series of locks, so specific portions can be raised and lowered. Similar locks are likely to be established along the chasm and magma river, if I get to those sections, so we can have sections sealed off to prevent another fortress collapse. I know for certain I will be establishing a lock from the new into the old fort definitely be established for scouting/scavenging/reclamation efforts. Admittedly, I probably won't be able to do all of this in my turn, but I felt I might as well write up what my plans were.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Onyx Discforge** on **April 13, 2016, 04:00:28 pm**

Just prodding this to ask if I have been dwarfed yet. Also, once we end up returning to the old fort, I volunteer him/her as the ~~suicide~~ scouting party to ~~act as a meatshield~~ see if any unicorns are left.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 13, 2016, 08:23:41 pm**

Quote from: Zanzetkuken The Great on April 13, 2016, 03:35:16 pm

Quote from: DolosusDoleus on April 13, 2016, 02:20:44 pm

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I'm just wondering, what is the plan so far to reclaim the Majority of Boarpaints? Because there are going to be some nasties in there.

I'm not planning to dive into the old fort on my turn. I'm focusing on creating the launching off point and securing the road from the new area to the map edge. Current plan for the latter is to build a channel, possibly filled with magma but I am not going to risk that on my turn, outside a line of raised bridges. If it is possible to do so without disrupting the ability for wagons to path, I'll be using further bridges as a series of locks, so specific portions can be raised and lowered. Similar locks are likely to be established along the chasm and magma river, if I get to those sections, so we can have sections sealed off to prevent another fortress collapse. I know for certain I will be establishing a lock from the new into the old fort definitely be established for scouting/scavenging/reclamation efforts. Admittedly, I probably won't be able to do all of this in my turn, but I felt I might as well write up what my plans were.

I like it! The only problem I see is the bit with the wagons, because as far as I can tell the trade depot absolutely HAS to be outside the fortress for wagons to path to it, because you can't build roads inside. This means that there will be no way to properly defend hooman traders.

However, there is still the chance that Quietust will pop up again and prove me wrong. So just keep doing what you're doing.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Taupe** on **April 14, 2016, 12:05:30 am**

Dwarf me as Taupe II, weaponfightdwarf person.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 14, 2016, 12:09:53 am**

Quote from: Onyx Discforge on April 13, 2016, 04:00:28 pm

Just prodding this to ask if I have been dwarfed yet. Also, once we end up returning to the old fort, I volunteer him/her as the ~~suicide~~ scouting party to ~~act as a meatshield~~ see if any unicorns are left.

Quote from: Taupe on April 14, 2016, 12:05:30 am

Dwarf me as Taupe II, weaponfightdwarf person.

Actually went through the entire lists of deceased individuals and redwarfed everyone I found. It's just at this point, nothing really noticable has been done yet for a majority.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Taupe** on **April 14, 2016, 12:26:28 am**

Well done in that case. Also WHAT THE FUCK did the fortress seriously die in three turns and a half...??

"Taupe has slain a unicorn"
-Oh that's nice, im looking foward to...
"nevermind, lost the progress"
-Oh that's sad but i'll get another chance to...
"Oh fuck the unicorns are on a rampage"
-Now's my chance to prove my wor--
"The fortress melted WELP"
-Hum, maybe I survived, better ask for a new dwarf just in ca--
"Oh fuck DEMONS"

Truth be said, for a fortress thats technically in 2d, shit escalated fucking quickly.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 14, 2016, 12:33:28 am**

wagons can path inside, original fort had the depot indoors

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **EoyaBosan** on **April 14, 2016, 08:09:14 am**

Not to rain on your parade, but I independently had a go at reclaiming the fortress continuing from my save, and you can easily clear out the whole fortress with the 28 dwarves you start with. The only reason I mention this is because I'm still a little guilty about ending the fortress and I'd rather see it back on track as soon as possible. Otherwise, the plan about making staggered locks actually sounds like a good idea; I tried to do something similar but couldn't get anything constructed before the demons arrived.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 16, 2016, 09:58:54 am**

(Bump)

Hey Zanzetkuken, how's progress?

Ti**tle: Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 17, 2016, 09:19:32 am**

Quote from: DolosusDoleus on April 16, 2016, 09:58:54 am

(Bump)

Hey Zanzetkuken, how's progress?

Sadly, my life has gotten so busy I can't really continue with my turn. Want me to upload what I have so far, or...?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **April 17, 2016, 09:21:20 am**

Quote from: Zanzetkuken The Great on April 17, 2016, 09:19:32 am

Quote from: DolosusDoleus on April 16, 2016, 09:58:54 am

(Bump)

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Upload the save so far is the best option, and let the next player play through a year's worth of the game

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 17, 2016, 09:44:27 am**

Quote from: Gwolfski on April 17, 2016, 09:21:20 am

Quote from: Zanzetkuken The Great on April 17, 2016, 09:19:32 am

Quote from: DolosusDoleus on April 16, 2016, 09:58:54 am

(Bump)

Hey Zanzetkuken, how's progress?

Sadly, my life has gotten so busy I can't really continue with my turn. Want me to upload what I have so far, or...?

Upload the save so far is the best option, and let the next player play through a year's worth of the game

^^ This.

Gwolf, would you like to play through the rest of Zanzet's turn and your year, or just the rest of Zanzet's year? Your choice.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 17, 2016, 12:25:42 pm**

Entry 3.
Expedition Commander Zanzetkuken III, Year 1057 Overseer of Boarpaints.
Felsite 01, 1057.
Early Spring.

There is some growing conflict over the questions I am making. As a result, I have decided to step down. An individual by the name of Gwolfski III will be taking my place. He's a veteran from one of the squads I had brought with me, so he is innately trustworthy to the individuals that came with us. As for the upstaters, he's spoken with a few of them when on duty, so he's developed a level of trust with them as well. Hopefully he turns out to be a capable overseer as well.

Save (<http://dffd.bay12games.com/file.php?id=11958>)

Installed one lever in the center of what I consider as being the new main dining hall that links up to the drawbridge of the old fort. Was going to use it to seal off the main entrance while I tunneled through either from the 3 wide tunnel that is designated upwards near the river, or up through the old crypts that I mistook for bedrooms. Former would be better as it would be easier to make locks.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **April 17, 2016, 12:36:21 pm**

Doing Doomforests now, so cant.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 17, 2016, 01:58:12 pm**

Okay then... You want me to stick you on the end of the turn list?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **April 17, 2016, 03:11:55 pm**

Quote from: DolosusDoleus on April 17, 2016, 01:58:12 pm

Okay then... You want me to stick you on the end of the turn list?

Don't have to go that far. Just put him after ImmortalRyokan.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 17, 2016, 03:26:13 pm**

Quote from: Zanzetkuken The Great on April 17, 2016, 03:11:55 pm

Quote from: DolosusDoleus on April 17, 2016, 01:58:12 pm

Okay then... You want me to stick you on the end of the turn list?

Don't have to go that far. Just put him after ImmortalRyokan.

Sure, why not.

Also, the PM to TheImmortalRyukan has been sent. He's got 24 hours to respond.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 18, 2016, 08:23:15 am**

Unfortunately, Ryukan cannot take his turn and has elected to be put on the end of the turn list.

Sending a PM to snow dwarf.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **April 18, 2016, 08:41:18 am**

I'm here I will try to do both zanzetkukens turn and a year but I don't know if I will succeed I'm sure I can do at least zanzetkukens turn (Rimseizes to end and Crychambers to write and Tunnel Terrors to draw)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **TheImmortalRyukan** on **April 18, 2016, 10:50:19 am**

Too. Busy. to Play. Dwarf Fortress. Has Life really come to this :O :(:O

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **TheBiggerFish** on **April 18, 2016, 11:19:30 am**

: 'C

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **April 19, 2016, 08:43:16 am**

I will start soon after I get some sleep. I think sleep is just wasting my precious time on playing dwarf fortress but well, eyes are cloooooosing.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **April 19, 2016, 09:50:53 am**

I just looked at it and I feel like playing a totally new game.

A cave spider is killing something here, a something is killing a something there. You are starving he is thirsty. Welcome to boarpaints Mr snow.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Taupe** on **April 19, 2016, 10:08:35 am**

Quote from: snow dwarf on April 19, 2016, 09:50:53 am
I just looked at it and I feel like playing a totally new game.

A cave spider is killing something here, a something is killing a something there. You are starving he is thirsty. Welcome to boarpaints Mr snow.

I guess you truly know nothing.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Taupe** on **April 19, 2016, 10:50:33 am**

Quote from: snow dwarf on April 19, 2016, 09:50:53 am
I just looked at it and I feel like playing a totally new game.

A cave spider is killing something here, a something is killing a something there. You are starving he is thirsty. Welcome to boarpaints Mr snow.

~~I guess you truly know nothing.~~
Disregard that my wifi timed out.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **April 20, 2016, 08:38:19 am**

Sorry guys, I think I won't be able to make it. :(Could you move me down a turn. A lot is happening right now (school, life, school, food, school, sleep, dwarf fortress, sleep) and my head has enough of thinking after a normal session of dwarf fortress but after this. :) Sorry for wasting time of this succession game. :(

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 20, 2016, 10:19:14 pm**

Quote from: snow dwarf on April 20, 2016, 08:38:19 am
Sorry guys, I think I won't be able to make it. :(Could you move me down a turn. A lot is happening right now (school, life, school, food, school, sleep, dwarf fortress, sleep) and my head has enough of thinking after a normal session of dwarf fortress but after this. :)
Sorry for wasting time of this succession game. :(

Not a problem my man! Its the middle of spring, and schools are gearing up for the final weeks.

Sending a PM to Arcvasti.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **kleanea** on **April 21, 2016, 04:48:22 pm**

I would like a turn. I haven't played v0.23a in years...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 21, 2016, 05:48:26 pm**

Quote from: kleanea on April 21, 2016, 04:48:22 pm

I would like a turn. I haven't played v0.23a in years...

In ye go!

Also, Arcvasti has replied and states that he will be ready to play monday.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **April 22, 2016, 11:04:04 pm**

(McBump)

Sooo, anyone got any ideas for the unicorn/demon problems that will inevitably spring up?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Zanzetkuken The Great** on **April 22, 2016, 11:11:06 pm**

Quote from: DolosusDoleus on April 22, 2016, 11:04:04 pm

(McBump)

Sooo, anyone got any ideas for the unicorn/demon problems that will inevitably spring up?

Why do you think I planned on making the lock system to seal off sections of the fort?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **April 23, 2016, 09:35:38 am**

Quote from: DolosusDoleus on April 22, 2016, 11:04:04 pm

Sooo, anyone got any ideas for the unicorn/demon problems that will inevitably spring up?

Unicorns will keep coming back, but you will never get more than 10 demons in a single fortress, and I believe that persists across reclaims.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **April 23, 2016, 12:00:21 pm**

The thing is, we may be dealing with spirits of fire. Spirits of fire are going to be a problem, because as far as I can recall, they're trapimmune and have total access to the majority of the fort.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Arcvasti** on **April 25, 2016, 08:04:58 pm**

Alright, starting up my turn. Bear in mind that my potato runs DF slowly at best and that I haven't played 23a in a while. In summary, !!FUN!! times are imminent.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Taupe** on **April 25, 2016, 08:52:06 pm**

Quote from: Arcvasti on April 25, 2016, 08:04:58 pm

Alright, starting up my turn. Bear in mind that my potato runs DF slowly at best and that I haven't played 23a in a while. In summary, !!FUN!! times are imminent.

That'd Dwarf !FUN!tress for you.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Arcvasti** on **April 25, 2016, 11:02:12 pm**

From the journal of Arcvasti III, Miner

4th Felsite:

The transfer of Overseership was supposed to happen today. Some military type. Who cares. As long as I have booze, food and earth to strike I'm happy. First thing the idiot did was order a charge headlong at the giant damned spider that's taken up residence in the Old Fortress. Took the deaths of Dolosus III and Edward Tohr III before I got fed up and pulled the lever to seal the Old Fortress back off again. El Rey De Los Manos II got crushed and Armok knows how many idiots got trapped inside. Who cares. That said, we're running low on booze. We're going to have to start a still and farm going in the New Fortress real quickly. Since the military's incompetence has just been proven, I'm going to have to take charge myself. No one else cares enough and someone has to. Guess it might as well be me.

6th Felsite:

So far, no more deaths. The military are milling about outside the bridge seal on the Old Fortress. Who cares, its their funeral if someone pulls the lever again. Me and my crew have started digging out some farming space, although the mechanics'll have to do some irrigation stuff before we can grow anything. I can't actually tell what anyone's supposed to be doing. No one really cares much, so they just do odd jobs and mill about. I'll have to straighten that out in a while, but for now the farm and still are too urgent to spare any time for that kind of logistical mess.

Some dehydrated craftsdwarf is throwing a tantrum. Who cares.

15th Felsite:

Work continues apace. The military idiots keep trying to fill their waterskins in the irrigation "canal". Why do I even bother when they apparently all want to drown? The craftsdwarf refuses to eat or drink and just mopes around outside. I've asked a coffin be made for him. He'll most likely need it soon enough...

24th Felsite:

We don't have enough hands to move things to the proper stockpiles. I spend a while reorganizing people and decide to take the marksdwarves off active duty to help haul things. Zanzetkuken III and their axedwarves will be our only full-time militia for the time being. Besides, I trust them more then Gwolski III. I also feel more experienced at mining now. Who cares.

25th Felsite:

My team of miners are all done digging out most of the New Fortress's corridors and rooms. Since the new trade depot doesn't connect to the old road, I have us building a connecting road between the two. Hopefully the unicorns won't bother us. If they do, I'd have no compuncions about burying my pick in one of their empty white heads, but not all the miners are as swift as I am. Zanzetkuken III and their axedwarves will be on standby, hopefully.

26th Felsite:

The fields have been irrigated and hopefully the first seeds will be planted soon. Pisskop III almost drowned, but Gwolski III pulled the lever to drain the farming chamber just in time.

27th Felsite:

The craftsdwarf, Lokum Cogatham, is dead from thirst. His tomb was already ready. He was never quite right after he took that head wound. Maybe death was a mercy for him. Who cares, he's dead now.

Alright, this is working surprisingly well. The part I always hated in 23a was dwarves cancelling their jobs all over the place, especially if their destination was a long way away. So far this isn't too inconvenient since everything is so close together.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **El Rey De Los Monos** on **April 25, 2016, 11:25:41 pm**

OOOhhhhh noooo im ded agin!!!!!!!!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 26, 2016, 05:36:27 pm**

Huzzah! We're back in business!

There's just one thing though, not to pressure you or anything but so far we've been kinda picture starved and I have absolutely no idea what the fortress looks like so if it doesn't inconvenience you or anything could we get a few screenshots? Okay? Thanks!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **April 26, 2016, 10:55:28 pm**

Quote from: DolosusDoleus on April 26, 2016, 05:36:27 pm

Huzzah! We're back in business!

There's just one thing though, not to pressure you or anything but so far we've been kinda picture starved and I have absolutely no idea what the fortress looks like so if it doesn't inconvenience you or anything could we get a few screenshots? Okay? Thanks!

Oh, I completely forgot about that. Honestly, I'm not sure what the fort looks like either. Its actually really convenient that the Old Fortress is sealed off or I'd probably have accidentally flooded it several times over due to not knowing where anything is.

From the Journal of Arcvasti III, Reluctant Overseer

4th Hematite:

The road's almost finished, which is good. We need supplies from the autumn caravan badly. The first seeds have been planted and our inexperienced farmers are working industriously. That said, we need a dining hall and a well quickly, so that's the next big project I have everyone working on.

8th Hematite:

The cave river is overflowing, apparently. Hopefully the door between the farm and the river holds, since some idiots are sleeping in the mud.

18th Hematite:

After nearly a week of sleeping and drinking disgusting river water, the road is finally done. I've got the miners working on digging out apartments. Or maybe catacombs. Coffins are easier to make then beds, after all. I'll decide which are needed more once they're dug out.

25th Hematite:

The apartments/catacombs are dug out. We have enough rooms to accommodate everyone, but the carpenter is taking a break and isn't making the bucket OR the beds that I asked for. The mason's churning out furniture for the dining hall, glacially slowly. Times like this make my wonder why I even bother.

28th Hematite:

A couple important things happened today. The carpenter got off of his lazy butt and started making the bucket for the well. Much more importantly, the first harvest of plump helmets has come in. This means booze. But we don't have a dedicated brewer, so I'll have to distill my own liquor. Still worth it.

4th Malachite:

The first batch of dwarven wine was brewed today, at my hand. This is a landmark occasion.

8th Malachite:

A metalsmith arrived with an anvil today. And ran straight into a small herd of unicorns. So far no wounds, but that won't last; Zanzetkuken III and Gwolski III are leaving to defend him. We'll need that anvil. Today, with any luck, the blood of unicorns will flow like magma. I'd help, but we don't have a hammer for me to use. Besides, unicorns aren't likely to sit still and wait for a hammering like my old victims did.

12th Malachite:

The smith made it in fine and Zanzetkuken III's soldiers[Minus two who decided to go drink instead of fighting things] chased off the unicorn herd with no actual blow exchanged. Gwolski III's marksdwarves just pattered about grabbing their gear, so I told them to stand down and just help haul things instead. Hopefully they'll stay away long enough for us to retrieve the anvil. Not that it probably matters anyway. What's the use of an anvil without access to magma? Even discounting the perils of the Old Fortress, the fortress plans place a huge menacing chasm between us and the magma stream.

15th Malachite:

The metalsmith[One El Rey De Los Monos III] went back and got his anvil. Zanzetkuken III and their squad escorted them across the river, but it seems like a formality. A crisis has been averted, and relatively peacefully to boot. Even the elves wouldn't fault our solution here. The well's been constructed and I've ordered bridges built across the river. I don't yet have a plan for retaking the Old Fortress. The Great Spider Shilrarnazush is far beyond our militia's capability to tackle, at least without heavy casualties. Besides that, who knows what horrors lurk in the deeps? Boarpainted lost contact with the Construct of Skulls for a reason... Before I do anything rash to reclaim this

place, I want to flood the ominous chasm earlier journals mentioned with magma. Looking through the plans for this place, the old magma flooding mechanisms are still in place. With only slight modification, they could be repurposed to purge the chasm instead of the outside world. They're cut off, but a single miner could dig their way in through the empty magma canal[Sealing the entrance after them], destroy the aqueduct over the chasm and then pull the necessary levers to release the magma into it. The chasms' denizens would be upset, but they could only actually access the Old Fortress. It would probably be a suicide mission. Once this place is at least self-sufficient, I'll go myself. I'll be damned if I'll let any other dwarf bungle our best chance at eliminating a persistent threat to the fortress's well being. But I'll be damned anyways. At least this way I'll be doing something useful.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 27, 2016, 07:44:46 am**

Quote from: Arcvasti on April 26, 2016, 10:55:28 pm

Quote from: DolosusDoleus on April 26, 2016, 05:36:27 pm

Huzzah! We're back in business!

There's just one thing though, not to pressure you or anything but so far we've been kinda picture starved and I have absolutely no idea what the fortress looks like so if it doesn't inconvenience you or anything could we get a few screenshots? Okay? Thanks!

Oh, I completely forgot about that. Honestly, I'm not sure what the fort looks like either. Its actually really convenient that the Old Fortress is sealed off or I'd probably have accidentally flooded it several times over due to not knowing where anything is.

Oh no, its not the old fort that I'm wondering about. It's just that I don't know what's going on in updates! Where are the catacombs/bedrooms? Where is the military in relation to the seal bridges? How was the fight with the unicorns? These things need to be known!

Also, pretty pictures draw in new players :P.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **April 27, 2016, 09:16:17 pm**

From the journal of Arcvasti III, Reluctant Overseer

18th Malachite:

I've ordered the mules all stuffed in a cage next to the food stockpile. That ought to stop them bumbling around being nuisances. When winter gets closer, we'll probably slaughter them for meat anyways. Who cares, they were being untidy.

1st Galena:

Not much has happened. We've gotten a few more chairs and beds[Although not enough that I don't still sleep on the cold cave floor]. I've brewed more things and the bridge across the river is done. Most everyone is sleeping now, several of them in nice beds.

13th Galena:

The bridge is finished. The jeweler/mechanic is installing some stonefall traps, in case some large fish attack us or something ridiculous like that. Who cares if some dumb carp or whatever flop their way on to our shores? What are they going to do? Nibble our feet? At least the traps keep stone out from underfoot.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **April 29, 2016, 06:34:28 pm**

screenshotsssssz

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **April 30, 2016, 07:09:25 pm**

Hey Arcvasti, you still alive? You've got 24 hours to respond before I'll be forced to skip you.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Mr Frog** on **April 30, 2016, 08:06:31 pm**

So I finally got caught up on this, and holy *crap*. Only four years in, and y'all have already not only killed the fortress, but subsequently had to use it as an impromptu oubliette for a demon horde while moving operations to a secondary fort? You guys work *fast*. I'm impressed.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **May 01, 2016, 12:05:13 am**

Quote from: Quietust on April 23, 2016, 09:35:38 am

Quote from: DolosusDoleus on April 22, 2016, 11:04:04 pm

Sooo, anyone got any ideas for the unicorn/demon problems that will inevitably spring up?

Unicorns will keep coming back, but you will never get more than 10 demons in a single fortress, and I believe that persists across reclaims.

This is a bit late, but there are 9 dead demons in the units list. That leaves only one demon still at large. The GCS squatting in the Old Fortress is a far greater problem.

From the journal of Arcvasti III, Reluctant Overseer:

21st Galena:

Things are going smoothly. I've had a barracks set up in the path from the New Fortress proper to the river. Whether or not the jeweler's blatherings about invaders from the soggy depths bear fruit, its still a natural choke point at a reasonable central location of the New Fortress.

28th Galena:

The soldiers are sparring. Good. They'll need to become stronger before they can even think of facing the Giant Cave Spider or whatever horrors destroyed this place in the first place. Not all of us can be so lucky as to be granted unresisting victims like I was. Or am, I suppose. Stone doesn't put up much of a fight. Just sort of sits there. Bedrooms are intensifying and some of them even have doors now. I've been brewing up what I would call a respectable amount of liquor. It'd be nice to have a proper brewer so I could go back to mining, but whatever.

3rd Limestone:

Moony the Human III managed to get his leg bopped a good one. If it wasn't having such good results, I'd be tempted to shut down the sparring.

4th Limestone:

After only a little rest, Moony the Human III is back on his feet again. And a horse gave birth to some foals. Now that the river's properly trapped, I have the jeweler working on some way to retract the river bridge in case of invasion. Perhaps once we've moved deeper into the mountain, we can use it as a sort of moat? In any case, me and the rest of the miners are working on digging out some proper workshop spaces past the river, for once we have enough people to start working on the cloth and leather industries.

10th Limestone:

The dwarven caravan has arrived. I have everyone start hauling over trader junk from the Old Depot's location. Its a disappointingly small thing, with only a few lightly laden mules. But I guess the Mountainhomes didn't want to risk an actual caravan on the off chance that we'd survive reclaiming this nightmare.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **May 01, 2016, 07:27:59 am**

do not kill the final demon...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 01, 2016, 08:33:06 am**

Quote from: Gwolfski on May 01, 2016, 07:27:59 am

do not kill the final demon...

...unless its a spirit of fire. Then it will fuck us into oblivion.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Edward_Tohr** on **May 01, 2016, 08:18:06 pm**

Quote from: Gwolfski on May 01, 2016, 07:27:59 am

do not kill the final demon...

Exactly. We need someone to feed our sacrifices to, after all. :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **LordBrassroast** on **May 02, 2016, 12:13:27 pm**

Quote from: KingMurdoc on April 02, 2016, 11:26:49 pm

Oh come on, we haven't committed any crimes! Not even crimes against nature! Hell, nature has committed more crimes against US.

I'm very late to the party, but sigged.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **May 03, 2016, 09:04:04 pm**

From the journal of Arcvasti III, Reluctent Overseer:

18th Limestone:

The merchants have finally arrived at the depot. We've got lots of stone and unicorn bone crafts left from this place's previous inhabitants, so I doubt we'll have any trouble buying our their paltry stock of goods.

Also, there are baby horses everywhere. I have them shoved in the cage with all the mules. Good thing equines compress so well, since there's getting to be a lot of them in that little cage.

19th Limestone:

I go over and get to haggling. Or, at least, trading. I end up trading all the crafts we ended up hauling for some plump helmets and some overpriced cheese. I'm no broker, but I can see that we're getting ripped off here. According to the merchants, our exploits in reclaiming the great lost fortress of Boarpaints have reached legendary proportions. There are songs about us. I'm not entirely sure how I feel about this.

5th Sandstone:

Today is an important day. We finally have enough beds for everyone to sleep comfortably. Not that we aren't still expanding the apartmentcombs to accommodate new corpses/immigrants. Things are mostly just plugging away. The fort seems stable. It could probably survive just fine without me at this point. Once winter sets in, I'll start work on my final plan to get rid of the chasm creatures...

9th Sandstone:

Me and the other miners dig out some more workshop space across the river. We'll have everything we'll ever need for the textile over there once we get more hands to ply that particular trade.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 03, 2016, 09:50:06 pm**

I have to thank you again Arcvasti, for being a trooper and agreeing to pick up two years of v0.23a-unicorn disaster. You rock.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **May 03, 2016, 10:11:48 pm**

Quote from: DolosusDoleus on May 03, 2016, 09:50:06 pm

I have to thank you again Arcvasti, for being a trooper and agreeing to pick up two years of v0.23a-unicorn disaster. You rock.

Honestly, the real danger here is FPS. The fort's been downright boring so far, minus the metalsmith getting knocked around and the initial disaster with the GCS. Plus my potato runs the fort pretty slowly. Each update takes like 2-3 hours of playtime.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Mr Frog** on **May 03, 2016, 11:49:26 pm**

Quote from: Arcvasti on May 03, 2016, 10:11:48 pm

Quote from: DolosusDoleus on May 03, 2016, 09:50:06 pm

I have to thank you again Arcvasti, for being a trooper and agreeing to pick up two years of v0.23a-unicorn disaster. You rock.

Honestly, the real danger here is FPS. The fort's been downright boring so far, minus the metalsmith getting knocked around and the initial disaster with the GCS. Plus my potato runs the fort pretty slowly. Each update takes like 2-3 hours of playtime.

This was a problem with a 23a fort I played in a while ago, as well. 23a's general game flow seems to consist of long periods of nothing happening punctuated by occasional bursts of pure unfettered mayhem.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **May 04, 2016, 01:35:46 am**

Quote from: Mr Frog on May 03, 2016, 11:49:26 pm

Quote from: Arcvasti on May 03, 2016, 10:11:48 pm

Quote from: DolosusDoleus on May 03, 2016, 09:50:06 pm

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Isn't that DF in general?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Mr Frog** on **May 04, 2016, 01:31:59 pm**

Quote from: KingMurdoc on May 04, 2016, 01:35:46 am

Quote from: Mr Frog on May 03, 2016, 11:49:26 pm

Quote from: Arcvasti on May 03, 2016, 10:11:48 pm

Quote from: DolosusDoleus on May 03, 2016, 09:50:06 pm

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This was a problem with a 23a fort I played in a while ago, as well. 23a's general game flow seems to consist of long periods of nothing happening punctuated by occasional bursts of pure unfettered mayhem.

Isn't that DF in general?

Sort of, but to my mind the newer versions kinda balance it out a bit better; there's more stuff to mess around with during downtime, and crises are generally easier to avert and hit less hard when they do occur.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Arcvasti** on **May 06, 2016, 12:00:07 am**

No update today, unfortunately. More then vaguely busy on this end. I'll try and get one out either tomorrow evening or Saturday morning. Next few updates will most likely be larger since I'd like to finish this up before the Crawl tournament starts in earnest.

EDIT:

I think I'll hold off on screenshots until the last update. Probably make a pseudo map-guide for the next Overseer so they don't destroy the fort[again] by pulling the wrong lever or something.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **May 06, 2016, 04:18:00 pm**

Nice job. Keep up the good work!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **May 06, 2016, 05:35:08 pm**

Hey, the fort was recovering when I left it.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Arcvasti** on **May 06, 2016, 09:15:00 pm**

From the journal of Arcvasti III, Reluctant Overseer

17th Sandstone:

The Marksdwarves have mostly been sitting around throwing parties. This isn't really terribly productive. Me and some other miners start digging out some archery practice chambers while Gwolfski III carves out fortifications so they can fire directly into the depot area.

24th Sandtone:

I ordered that all ammo should be stockpiled in the archery practice chambers. Pisskop III, the idiot, decided to go into unicorn infested territory searching for a single iron bolt. I'm sending Zanzetkuken III's squad over to help, but if the unicorns get serious its probably already over for him.

25th Sandstone:

Pisskop III made it away safely, but the incident is still an act of war. These unicorns have disrespected us for the last time. I want to do SOMETHING about them before I die. Now is as good a time as any.

26th Sandstone:

We are not alone in the fight against the unicorns. The caravan guard has stayed behind and has killed at least one of the beasts. He now stands alone against an entire herd. I fear we are too late, but the axedwarves[Minus Zanzetkuken III, who got hungry and went back in to eat] are on their way regardless.

27th Sandstone: The axedwarves keep getting distracted by hunger and thirst and the caravan guard is almost dead. He seems to have

misplaced his axe and is being mauled by the unicorn herd. Pisskop III has finally managed to pick up the iron bolt and is towing it back to the fortress in triumph.

2nd Timber:

Taupe III and the caravan guard are dead. He was the only axedwarf to make it to the unicorns without deciding to go get a drink or a bite to eat. Somehow, he lost his axe and was quickly skewered. Dammit. These unicorns are more dangerous then they look, with their horns piercing iron like it was paper. We'll need two new coffins. Apparently missions so far from the fortress are utterly infeasible.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **May 06, 2016, 09:25:48 pm**

TIME FOR MAGMA AGAIN

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **May 07, 2016, 04:51:46 am**

Quote from: KingMurdoc on May 06, 2016, 09:25:48 pm
TIME FOR MAGMA AGAIN

Ehmmm.... didn't something go *very* wrong when we did that last time?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Taupe** on **May 07, 2016, 10:07:04 am**

Are there any like, waterskins or backpacks for rations in this version?

In any case... *sigh* I'll take a fourth dwarf to avenge my family name. Misguided Avenger sounds like an appropriate title.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **May 07, 2016, 11:05:06 am**

Quote from: Taupe on May 07, 2016, 10:07:04 am
Are there any like, waterskins or backpacks for rations in this version?
In any case... *sigh* I'll take a fourth dwarf to avenge my family name. Misguided Avenger sounds like an appropriate title.

I don't THINK we brought any on reclaim and I didn't think to draft some unskilled dwarf into turning our mules into them. I'll definitely have to remember to do that later, probably during Winter.

Quote from: Gwolfski on May 07, 2016, 04:51:46 am
Quote from: KingMurdoc on May 06, 2016, 09:25:48 pm
TIME FOR MAGMA AGAIN
Ehmmm.... didn't something go *very* wrong when we did that last time?

Even if it works properly, that means no wood except through the elves and humans. The unicorns haven't been THAT bad. They only defended themselves. Pisskop only got harassed while he was searching for that bolt.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **May 07, 2016, 04:39:04 pm**

Quote from: Taupe on May 07, 2016, 10:07:04 am
Are there any like, waterskins or backpacks for rations in this version?

Yes, there are, but waterskins only hold **water** (and will thus lead to alcohol withdrawal).

Quote from: Arcvasti on May 07, 2016, 11:05:06 am
Even if it works properly, that means no wood except through the elves and humans.

Caravans don't bring wood logs in this version - they only bring cloth, leather, meat/fish, plants, drinks, extracts, powders, cheese, crafts, and animals.

Also, lava floods only destroy saplings and shrubs - fully grown trees will survive just fine.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **May 07, 2016, 06:07:31 pm**

Quote from: Arcvasti on May 07, 2016, 11:05:06 am
Even if it works properly, that means no wood except through the elves and humans. The unicorns haven't been THAT bad. They only defended themselves. Pisskop only got harassed while he was searching for that bolt.

[points at the time there was a group of 5 unicorns mauling people in the entrance]

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 07, 2016, 06:10:55 pm**

Quote from: Quietust on May 07, 2016, 04:39:04 pm
Quote from: Arcvasti on May 07, 2016, 11:05:06 am
Even if it works properly, that means no wood except through the elves and humans.
Caravans don't bring wood logs in this version - they only bring cloth, leather, meat/fish, plants, drinks, extracts, powders, cheese, crafts, and animals.
Also, lava floods only destroy saplings and shrubs - fully grown trees will survive just fine.

Well then. The more you kn-RELEASE THE FLOODGATES! BURN THE UNICORNS TO DEATH!

(Quietust, what would we ever do without you and your endless knowledge of v0.23a?)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Taupe** on **May 07, 2016, 08:05:07 pm**

Quote from: DolosusDoleus on May 07, 2016, 06:10:55 pm
(Quietust, what would we ever do without you and your endless knowledge of v0.23a?)

We would probably fail ever so slightly harder. If such a thing is possible.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **May 07, 2016, 08:34:48 pm**

Quote from: DolosusDoleus on May 07, 2016, 06:10:55 pm
Quietust, what would we ever do without you and your endless knowledge of v0.23a?
I was going to say "fail spectacularly", but you guys seem to be doing a great job of that already.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **May 07, 2016, 09:00:06 pm**

Quote from: Quietust on May 07, 2016, 08:34:48 pm
I was going to say "fail spectacularly", but you guys seem to be doing a great job of that already.
I feel like this is siggable.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Amperzand** on **May 07, 2016, 09:23:35 pm**

I'll be reading through the backlog over the next while.

In the meantime, dorf me? Ampersand, Male, whatever seems amusing at the time.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Edward_Tohr** on **May 09, 2016, 10:26:18 pm**

Quote from: Quietust on May 07, 2016, 08:34:48 pm
Quote from: DolosusDoleus on May 07, 2016, 06:10:55 pm
Quietust, what would we ever do without you and your endless knowledge of v0.23a?
I was going to say "fail spectacularly", but you guys seem to be doing a great job of that already.

Yoink.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 11, 2016, 08:19:48 am**

(McBump)

Pssst Arcvasti. Whassup? You haven't been around for a while...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **May 11, 2016, 11:31:37 pm**

Quote from: DolosusDoleus on May 11, 2016, 08:19:48 am
Pssst Arcvasti. Whassup? You haven't been around for a while...

Been fairly sick plus some majorish projects and essays and stuff. Plus Crawl tournament doesn't help. I'll definitely try to get some more stuff done. I don't think I'll do two years. One year is already a lot of time with the FPS I've been getting and another year will likely be another week of real time, which will start conflicting with schoolwork more.

From the Journal of Arcvasti III, Reluctant Overseer

5th Timber: The unicorns don't seem to be menacing the corpses of our fallen comrades, which is something, at least. I've started work on the outpost for the chasm flooding expedition. If things go well, I might be living there for quite some time. Or I might die. There's some peace in that thought, at least. A single miner with good lever pulling arms can do more damage then a whole squad of axedwarves. Ideally, I'll want a bed, a well and some way to get food in from the outside safely. Should at least be an engineering project to keep people's minds off the deaths.

15th Timber: Work on the outpost goes well, although the mason keeps finding excuses to shirk his share of the work. To show him, I locked him in. He responded by falling asleep. Idiot. Maybe a night on the hard cave floor will teach him not to be so lazy.

3rd Moonstone: Nothing much has happened. Winter is here. The outpost is almost finished. I'll leave on my expedition soon, now that stability has been established. The people refuse to bury our dead, instead dedicating the coffins to the ancient residents of this place. Who cares. The dead sure don't.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 13, 2016, 07:42:05 am**

Quote from: Arcvasti on May 11, 2016, 11:31:37 pm
Quote from: DolosusDoleus on May 11, 2016, 08:19:48 am
Pssst Arcvasti. Whassup? You haven't been around for a while...

Been fairly sick plus some majorish projects and essays and stuff. Plus Crawl tournament doesn't help. I'll definitely try to get some more stuff done. I don't think I'll do two years. One year is already a lot of time with the FPS I've been getting and another year will likely be another week of real time, which will start conflicting with schoolwork more.

Perfectly okay. Just upload the save once you're done.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **May 14, 2016, 10:42:57 pm**

From the journal of Arcvasti III, Reluctant Overseer

10th Moonstone:

The outpost is ready. I'll be heading out on what will most likely be my last mission. I'm leaving Zanzetkuken III and the military in charge. Hopefully they won't get everyone killed attacking the spider or the unicorns.

From the records of Boarpainted, Winter 1057

Month of Moonstone:

Beds produced: 5
Doors produced: 2
Horses butchered: 2

Notable events: N/A

From the Journal of Arcvasti III, Reluctant Overseer, somewhat waterlogged from its trip down the river to the New Fortress

23rd Moonstone: My tunnel's hit the river. I'm building a bridge across. I brought most of the old maps and I SHOULD be able to do the entire operation with minimal risk. The spider's all the way across the river from me. But part of me knows I'm not coming back from this.

26th Moonstone: Successfully made the bridge and have started digging the stretch down to the chasm.

28th Moonstone: I've decided to send these journals downstream. Hopefully they'll wash up near the New Fortress without out being too [illegible blotch] by the water.

From the records of Boarpainted, Winter 1057

Month of Opal:

Beds produced: 7
Doors produced: 10
Horses butchered: 3
Bedrooms excavated: 10

Notable events: N/A

From the Journal of Arcvasti III, Reluctant Overseer, somewhat waterlogged from its trip down the river to the New Fortress

11th Opal:

I'm nearing the chasm, according to my maps. I found a rather beautiful opal mixed in with some rock crystals while digging the tunnel.

14th Opal:

I've rarely dug so long or so hard before. Its exhausting. As much as I want this over with, I'll need my rest. Hopefully nothing kills me while I sleep.

24th Opal:

Nothing killed me while I slept. Although the tepid well water that constituted my morning beverage made me wish otherwise...

26th Opal:

After some tasteless mule meat, I once again feel fortified enough to start digging again. I'll have to be very careful not to break into the Old Fortress by accident while I dig a side tunnel to the magma flow control room.

From the Journal of Arcvasti III, Repentant Hammerer, somewhat waterlogged from its trip down the river to the New Fortress

10th Obsidian: Its done. The tunnel to the control room has been dug. Now all that remains to do is to destroy the chasm magmaduct and pull the floodgate release lever. Then I can be at peace. Free from the guilt, the whispers of the dozens whose life my hammer claimed.

12th Obsidian: Today is the day. If you do not receive another diary in another four days, assume I am dead. If you do not hear the sound of the magma flow in that same time, assume that I have failed. Enclosed are the plans for the Fortress, both Old and New. (<http://imgur.com/a/xYV5H>) If I have failed, then it is because of my own weakness, my aversion to violence. Whoever is Overseer next, ensure that the chasm floods with fiery purification, if I can not.

From the records of Boarpainted, Winter 1057

Month of Obsidian:

Beds produced: 10
Doors produced: 13
Horses butchered: 1
Bedrooms excavated: 10

Notable events:
-Contact with Arcvasti III lost, presumed dead. Magma flow not started, indicating failure.
-Extremely low food reserves. Slaughter of breeding females may be necessary.
-New Overseer probably needed. (<http://dffd.bay12games.com/file.php?id=12033>)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 14, 2016, 10:56:11 pm**

Looking at the save now, and Jesus, shit got fucked up, didn't it?

Sending Gwolfski a PM.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **May 14, 2016, 11:05:12 pm**

Quote from: DolosusDoleus on May 14, 2016, 10:56:11 pm
Looking at the save now, and Jesus, shit got fucked up, didn't it?

Actually, things are pretty stable. We have basically no food or drinks, but its Spring again now and we have horses and a well to tide us until the first harvest. Arcvasti III, some craftsdwarf and 3-5 military folks died, but everyone else is fine. And no deaths at all came from anything besides me looking for trouble. We've got farms, lots and lots of bedrooms and some decent workshop infrastructure set up. And the axedwarves are getting to be reasonably deadly after all their sparring[No ones even died of sparring accidents yet, which is even better].

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 15, 2016, 08:05:51 pm**

Gwolski's up and ready for his turn Presenting Boarpaints: The Gwolfening.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 19, 2016, 10:49:37 am**

Gwolski, are you alive? Tell us of the progression of Boarpaints!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **May 19, 2016, 11:50:53 am**

Spring Update!

Dear Armok, help us all.

This place is wierd! All flat 'n' stuff! And there's no frickin' food!

First things first: There is a muddy bank down the river. The miner is carving a passage. Second thing: we DON'T have a moat! Or a functioning magma disaster machine. To be fixed. I hope we don't starve until the next caravan...

(OOC: not much interesting happened. Screenshots soonish)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 19, 2016, 06:13:54 pm**

Quote from: Gwolski on May 19, 2016, 11:50:53 am

Spring Update!

Dear Armok, help us all.

This place is wierd! All flat 'n' stuff! And there's no frickin' food!

First things first: There is a muddy bank down the river. The miner is carving a passage. Second thing: we DON'T have a moat! Or a functioning magma disaster machine. To be fixed. I hope we don't starve until the next caravan...

(OOC: not much interesting happened. Screenshots soonish)

Just because nothing happened doesn't mean that you can't make something entertaining to read. Embellish the details! Build up your in-game character! Make a huge, useless contraption!

Having to post every three days =/= making a fortress update every three days. Take your time to make a full, entertaining, fleshed out update.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **May 20, 2016, 12:36:24 am**

SUMMER UPDATE

{please note, this will be edited}

This really is a strange land. The excavation if the moat has begun, bur I had to edit the design to account for the fact that bridges that are outside don't move. I wish to be back home....

At last! A caravan has been sighted! We will not starve to death! We'll have booze!

Or not. Humans don't know what's good. At least they brought lots of food, so I shouldn't be complaining....

Today I nearly got washed down the river. Apparently, it floods! At least now we have an area for our farms.

Kobolds! Filth! Kill them all! -No, WAIT!!! There's unicorns! Oh, everybody was asleep or drinking anyway...

We sort off ran out of booze again. Is it possible to brew tiger meat?

[quote from=Conversation]

It is done! Urist, pull the lever!
But my name is not Urist!
Just pull it anyway!
But I'm going to bed now..
FINE! I'll pull the goddamn lever![/quote]

And.... YES! It works! Haha, suck on that, unicorns! What are ya? Donkeys with sticks on yer heads! HA!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **May 21, 2016, 08:56:56 pm**

wait, you fixed FUCKUNICORNS? As in, it doesn't also flood the fort with magma?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Taupe** on **May 21, 2016, 11:57:40 pm**

Quote from: KingMurdoc on May 21, 2016, 08:56:56 pm

wait, you fixed FUCKUNICORNS? As in, it doesn't also flood the fort with magma?

Well, thats only a minor design flaw. If it kills unicorns, it kills unicorns.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 22, 2016, 12:37:23 am**

Oh, just a question: are all the people that need to be dorfed, dorfed?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Mr Frog** on **May 22, 2016, 02:19:04 am**

Quote from: Gwolski on May 20, 2016, 12:36:24 am

We sort off ran out of booze again. Is it possible to brew tiger meat?

According to Reddit -- the most reliable repository of human knowledge since Wikipedia, Yahoo Answers, and public washroom graffiti -- animal flesh doesn't have a sufficient carbohydrate content to ferment into alcohol.
(https://www.reddit.com/r/NoStupidQuestions/comments/3fm4ts/can_you_make_an_alcoholic_drink_out_of/?) So I'm leaning towards "no".

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **May 22, 2016, 02:30:19 am**

I think I won't have time to finish my turn, so I'll upload the save in summer.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 25, 2016, 07:24:16 pm**

Okay. I'm starting to get annoyed with the number of times I have to remind people to make posts regarding the fort. I can understand if you can't make an update every three days: I'm not asking you to. I just want to be able to know that people are actually playing the fort.

This is why I'm now implementing a new rule regarding updates: If I have to remind you to keep the thread notified three times, I'm booting you out of the turn list. If I have to do this more than once, I'm gonna start getting pissed.

Gwolski: You said you'd post a save after you finished playing summer. Your last update was the summer update. Ergo, I want a fucking save file.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **May 26, 2016, 01:51:27 am**

I'm so sorry. I have exams and I totally forgot! I will have the save up in about 8 hrs, I'm on the school bus right now. Once again, I apologize.

EDit: <http://dffd.bay12games.com/file.php?id=12083>

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 26, 2016, 09:25:21 am**

S'okay. I was also ahving a bad day yesterday, so that probably contributed to the mood.

Sending a PM to snow dwarf.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 26, 2016, 06:52:26 pm**

snow dwarf isn't gonna be able to play again, so I've bumped him to the end of the turnlist.

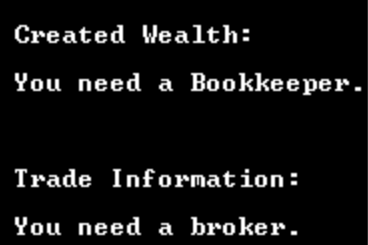
Sending a PM to Moony.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **MoonyTheHuman** on **May 27, 2016, 03:40:12 pm**

Im alive and ready, post will be soon, leme set up

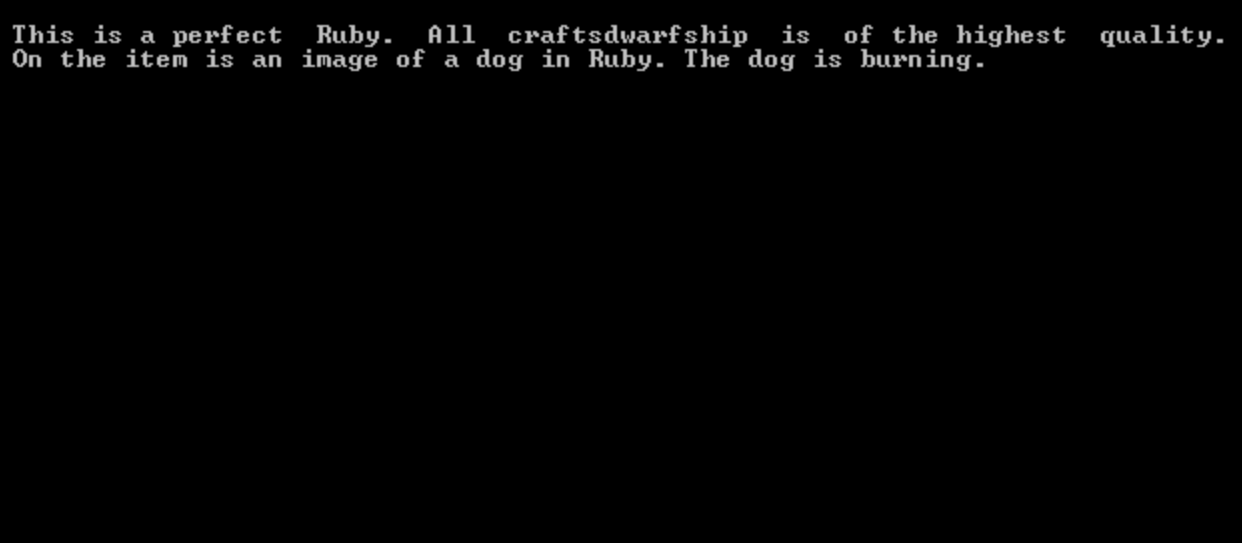
Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **MoonyTheHuman** on **May 27, 2016, 04:08:56 pm**

Ok! time to whip this fort into shape!
first, we need a bookkeeper and a broker (i also didnt do a practice fort, so expect chaos as i learn the diffrence between modern and non modern df)
[Spoiler](#) (click to show/hide)



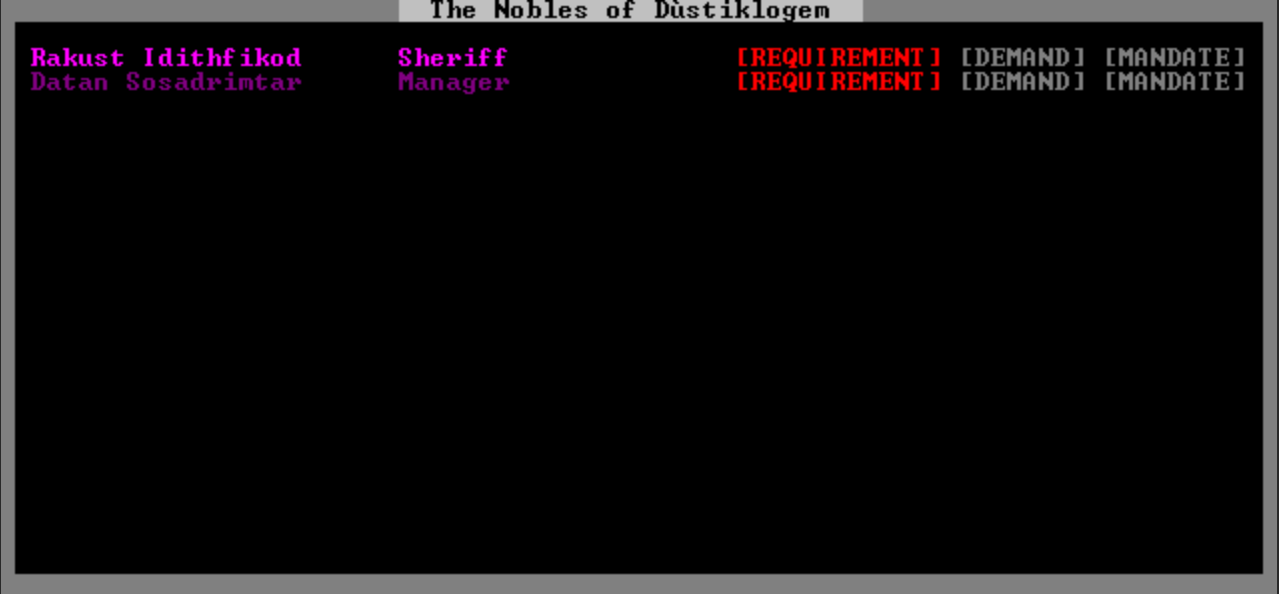
(<http://postimage.org/>)

Well thats just wonderful, both of these are unrelated
[Spoiler](#) (click to show/hide)



(<http://postimage.org/>)

[Spoiler](#) (click to show/hide)



upload pic (http://postimage.org/)

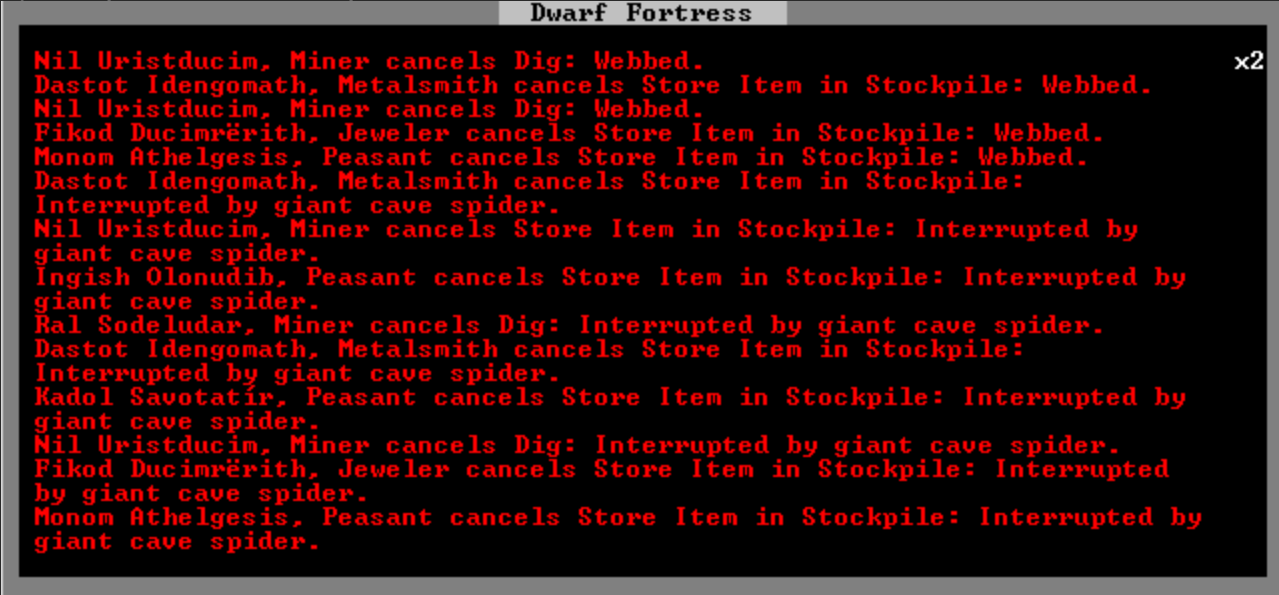
(http://postimage.org/)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **MoonyTheHuman** on **May 27, 2016, 04:34:26 pm**

Mood already! also, im planning on reopening the main fort, which was closed for some reason

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **MoonyTheHuman** on **May 27, 2016, 04:45:52 pm**

i regret touching those dreadful gates
Spoiler (click to show/hide)



Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **MoonyTheHuman** on **May 27, 2016, 04:56:56 pm**

too much fun, too little skill (i have no idea what im doing, help)

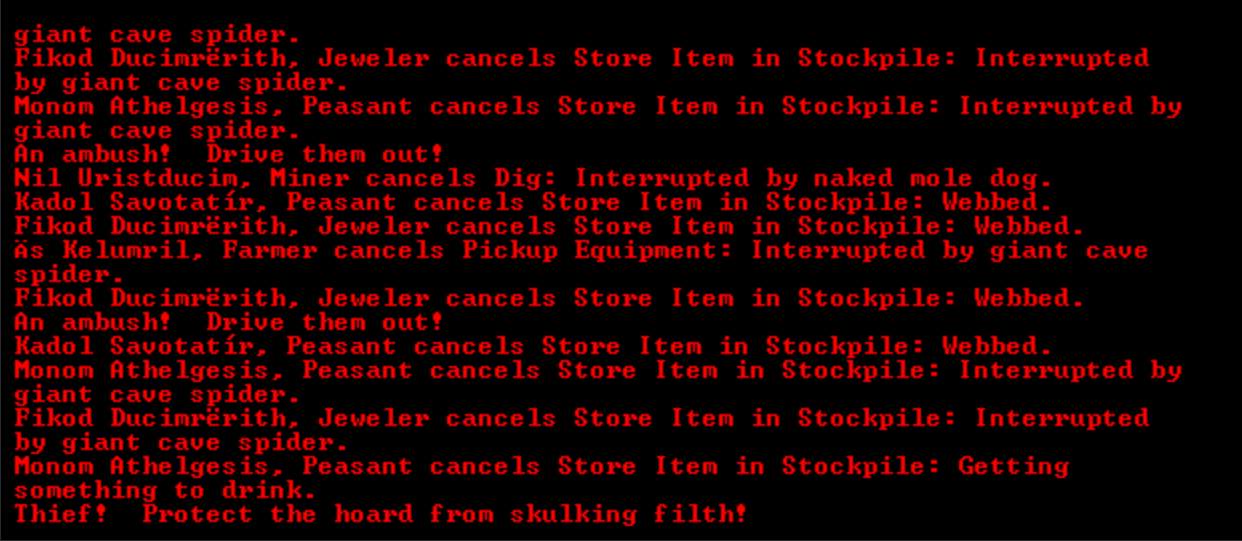


image hosting websites (http://postimage.org/)

(http://postimage.org/)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **May 27, 2016, 06:05:21 pm**

Just a suggestion: could you just group all of you updates into one post? It'll make linking to the in the OP much easier.

If you end up accidentally killing everything by opening up the old fort, feel free to just restart you turn. Just don't let it happen again. :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **MoonyTheHuman** on **May 28, 2016, 08:45:59 am**

Quote from: DolosusDoleus on May 27, 2016, 06:05:21 pm

Just a suggestion: could you just group all of you updates into one post? It'll make linking to the in the OP much easier.

If you end up accidentally killing everything by opening up the old fort, feel free to just restart you turn. Just don't let it happen again. :P

kk, and thanks for the loophole for me to grab on to :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **MoonyTheHuman** on **May 28, 2016, 08:56:40 am**

Death is all around us!
Spoiler (click to show/hide)

Sadoi Sauntatir, Peasant cancels Stone Item
As Belunril, Farmer cancels Best! Paralyzed.

(https://postimg.org/image/t22smusm3/)

Nil Uristducin, Miner has been struck down.

(https://postimg.org/image/86l3pclsr/)

I think opening the main one was a biiiiiig mistake, rollback!

Quote from: MoonyTheHuman on May 27, 2016, 04:08:56 pm

Ok! time to whip this fort into shape!
first, we need a bookkeeper and a broker (i also didn't do a practice fort, so expect chaos as i learn the difference between modern and non modern df)
[Spoiler](#) (click to show/hide)

Created Wealth:

You need a Bookkeeper.

Trade Information:

You need a broker.

(http://postimage.org/)

Well that's just wonderful, both of these are unrelated

[Spoiler](#) (click to show/hide)

This is a perfect Ruby. All crafts dwarfship is of the highest quality.
On the item is an image of a dog in Ruby. The dog is burning.

(http://postimage.org/)

[Spoiler](#) (click to show/hide)

The Nobles of Dustiklogem

| | | | | |
|-------------------|---------|---------------|----------|-----------|
| Rakust Idithfikod | Sheriff | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Datan Sosadrintar | Manager | [REQUIREMENT] | [DEMAND] | [MANDATE] |

(http://postimage.org/)

More will be appended as i work on the writeup

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **May 28, 2016, 06:34:38 pm**

Just realized what I said earlier about the updates wasn't really accurate about what I wanted to say.

What I meant to say was that instead of having a hundred separate two-sentence update posts, something easier would be 3 or 4 multi-paragraph update posts.

Sorry if I caused any confusion.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Mr Frog** on **June 01, 2016, 01:43:29 pm**

Boop a doop

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **June 01, 2016, 08:03:07 pm**

Oooh, an actual successful 23a succession game. SIgn me up (yes, I know I'm on a sign up bing on the forums, but I did a long livestream on 23a which ended when I flooded the world by accident)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **June 01, 2016, 08:06:33 pm**

Quote from: NCommander on June 01, 2016, 08:03:07 pm

Oooh, an actual successful 23a succession game. SIgn me up (yes, I know I'm on a sign up bing on the forums, but I did a long livestream on 23a which ended when I flooded the world by accident)

Coolio.

Also, MoonyTheHuman, where the hell are you? I'm not going to PM you, because I'm getting really sick of PMing people.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Mr Frog** on **June 01, 2016, 09:49:12 pm**

Quote from: DolosusDoleus on June 01, 2016, 08:06:33 pm

Quote from: NCommander on June 01, 2016, 08:03:07 pm

Oooh, an actual successful 23a succession game. SIgn me up (yes, I know I'm on a sign up bing on the forums, but I did a long livestream on 23a which ended when I flooded the world by accident)

Coolio.

Also, MoonyTheHuman, where the hell are you? I'm not going to PM you, because I'm getting really sick of PMing people.

Just save a template that you copy+paste. It's what I do for Clobbermountains.

Also

Quote from: NCommander on June 01, 2016, 08:03:07 pm

Oooh, an actual successful 23a succession game. Sign me up (yes, I know I'm on a sign up bing on the forums, but I did a long livestream on 23a which ended when I flooded the world by accident)

Quote

successful

Quote

23a

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **June 01, 2016, 09:55:55 pm**

Successful in the sense it's got an active game going. There have been a few attempts to get a 23a game off the ground in the past, but I never saw one actually get going beyond maybe a single update.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Mr Frog** on **June 01, 2016, 09:59:21 pm**

Quote from: NCommander on June 01, 2016, 09:55:55 pm

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Sad, since 23a forts are consistently hilarious owing to the brutal gameplay.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **June 01, 2016, 10:03:34 pm**

Quote from: Mr Frog on June 01, 2016, 09:59:21 pm

Quote from: NCommander on June 01, 2016, 09:55:55 pm

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Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Mr Frog** on **June 01, 2016, 10:06:44 pm**

Quote from: NCommander on June 01, 2016, 10:03:34 pm

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Fortunately that tends to be mitigated a bit in succession games due to the typical succession fuckery, although when boredom does strike there tends to be very little to do in the meantime.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Zanzetkuken The Great** on **June 01, 2016, 11:10:04 pm**

Quote from: Mr Frog on June 01, 2016, 10:06:44 pm

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Maybe have the turns last a shorter amount of time to keep the pace up? Maybe have tenure be for a season rather than a year?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Mr Frog** on **June 01, 2016, 11:16:17 pm**

Quote from: Zanzetkuken The Great on June 01, 2016, 11:10:04 pm

Quote from: Mr Frog on June 01, 2016, 10:06:44 pm

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I think that might be a bit too short.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **June 01, 2016, 11:33:26 pm**

Personally, I think a year strikes a good balance between playability and turnover, though on rare occassions, I think its important to have more than a year (i.e., fortress reclaims can take more than one. I remember the reclaim of Battlefailed ...)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **MoonyTheHuman** on **June 02, 2016, 02:08:16 am**

Quote from: DolosusDoleus on June 01, 2016, 08:06:33 pm

Quote from: NCommander on June 01, 2016, 08:03:07 pm

Oooh, an actual successful 23a succession game. SIgn me up (yes, I know I'm on a sign up bing on the forums, but I did a long livestream on 23a which ended when I flooded the world by accident)

Coolio.

Also, MoonyTheHuman, where the hell are you? I'm not going to PM you, because I'm getting really sick of PMing people.

time bit me on the nose, i just have breif moments to post.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 04, 2016, 10:17:24 pm**

Moony! Como esta la fortaleza?? (What's up with the fortress??)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 05, 2016, 08:19:51 pm**

So Moony has elected to be skipped, as he apparently has flooded the whole fort in magma (which I'd still like to see screenshots of lol), so next up is El Rey De Los Monos!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **El Rey De Los Monos** on **June 05, 2016, 10:44:38 pm**

ill start up the turn tomorrow

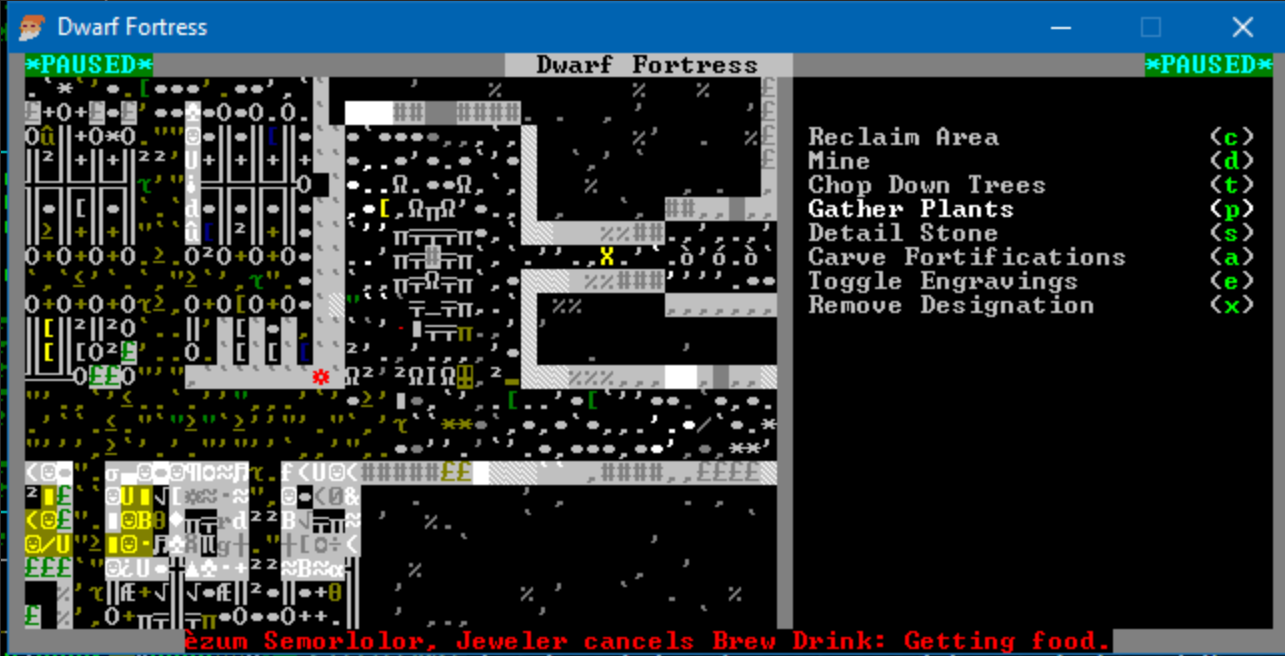
Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **El Rey De Los Monos** on **June 06, 2016, 11:01:05 pm**

The Journal of reluctant overseer El Rey De Los Monos

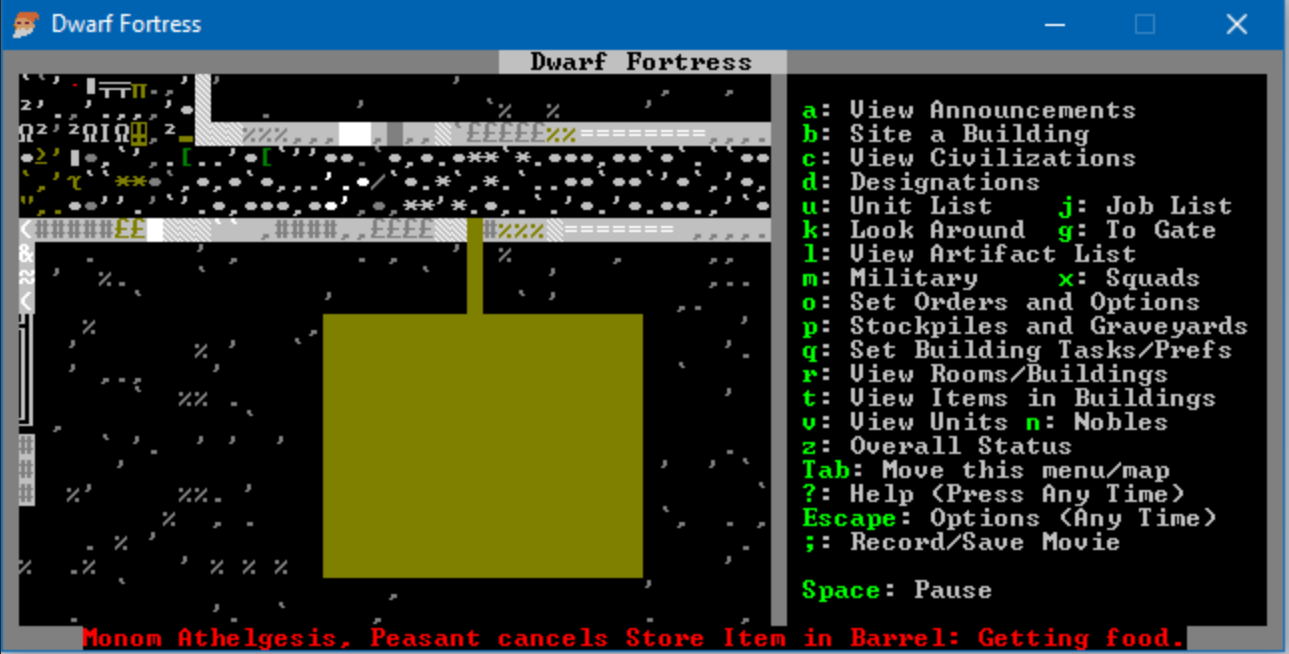
My name is El Rey De Los Monos. I am a simple metalworker and my family has lived here for 3 generations but that all changed today.

I woke up this morning to a knock on my head, it was a dwarf with a paper saying that the previous overseer had deserted the fort and the sheriff had decided that I would be the next overseer.
I at first laughed thinking that this was simply some joke but I came to find out that sadly it was not and I would have to lead this fort in spite of every protest.

So today I scouted the fort to see what I could see



and deciding to make the best of a bad situation I ordered larger quarters be made for myself and any following overseers.



I was approached by a farmer who was very proud to announce that was more experienced
Ast Tosidnãzom, Farmer is more experienced.

Well I shall stop writing here for today and I pray that Armok will come to our aid.

'Kleanea' Idithfikod Sheriff
'NCommander' SosadrimtaManager

Have been dorfed

sorry for the short post I got a late start today. Also is there a way to zoom out?

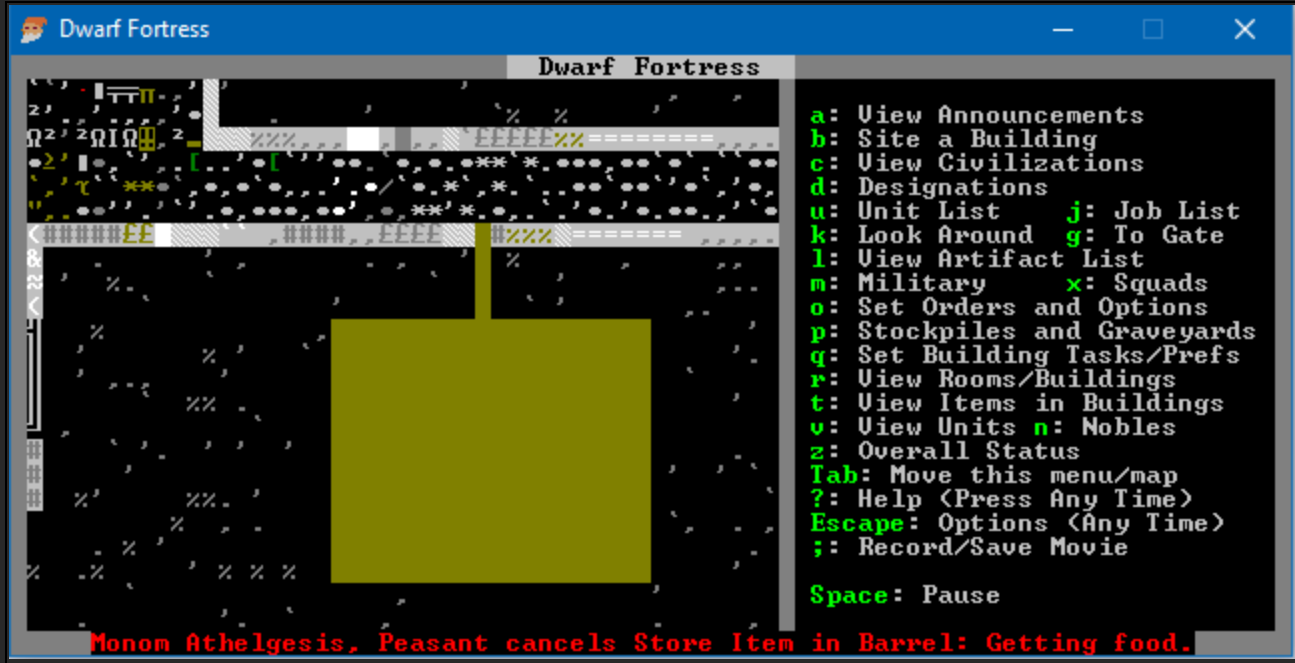
Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **June 07, 2016, 02:24:45 am**

Oooh, I'm a noble. Yay. Go make stuff you guys!

YOu can't zoom out "per say", but you can "Export to BMP" on the pause menu, which will dump the entire playable area to a giant file which you can zoom in on. I believe the file lands in in data/saves somewhere.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **June 07, 2016, 06:11:14 pm**

Quote from: El Rey De Los Monos on June 06, 2016, 11:01:05 pm



Hey, isn't this in the sealed fort?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 09, 2016, 06:28:29 pm**

Yo Monkey King, how's the fortress doing?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **El Rey De Los Monos** on **June 09, 2016, 06:45:10 pm**

Sorry ima have to skip I don't really have timeto play

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **June 09, 2016, 08:19:25 pm**

Quote from: El Rey De Los Monos on June 09, 2016, 06:45:10 pm

Sorry ima have to skip I don't really have timeto play

This fort is cursed.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Mr Frog** on **June 09, 2016, 08:59:49 pm**

Quote from: Zanzetkuken The Great on June 09, 2016, 08:19:25 pm

Quote from: El Rey De Los Monos on June 09, 2016, 06:45:10 pm

Sorry ima have to skip I don't really have timeto play

This fort is cursed.

Nah, I think this is a normal part of a fortress's lifetime -- people sign up in droves when a fort begins only to find that they don't have the time anymore when their turn actually comes up. I mentally refer to this stage as "the Skippingen".

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **June 09, 2016, 09:04:13 pm**

Quote from: Mr Frog on June 09, 2016, 08:59:49 pm

Nah, I think this is a normal part of a fortress's lifetime -- people sign up in droves when a fort begins only to find that they don't have the time anymore when their turn actually comes up. I mentally refer to this stage as "the Skippingen".

Framerate death doesn't help either. Most succession forts run in low to mid 10s at best after a few years. Until I went a bit nutty with the DFHack, playing a season in Doomforests took about 6 hours of real time. I've gotten good at letting a fort run in the BG, but most people want to be more hands on.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 10, 2016, 07:44:11 am**

Quote from: NCommander on June 09, 2016, 09:04:13 pm

Quote from: Mr Frog on June 09, 2016, 08:59:49 pm

Nah, I think this is a normal part of a fortress's lifetime -- people sign up in droves when a fort begins only to find that they don't have the time anymore when their turn actually comes up. I mentally refer to this stage as "the Skippingen".

Framerate death doesn't help either. Most succession forts run in low to mid 10s at best after a few years. Until I went a bit nutty with the DFHack, playing a season in Doomforests took about 6 hours of real time. I've gotten good at letting a fort run in the BG, but most people want to be more hands on.

But as far as I can tell, this fort is so young that framerate isn't even an issue yet.

sighs

Sending a PM to Edward Tohr.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Edward_Tohr** on **June 10, 2016, 08:28:36 am**

PM received, beginning turn.

EDIT: Err, rather I will begin turn once I find ERDLM's savefile, anyway.

By Armok's unshaven whiskers, I'll whip this fort into shape, or my middle name's not underscore!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **El Rey De Los Monos** on **June 10, 2016, 09:39:07 am**

I didn't post it as nothing happened

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Edward_Tohr** on **June 10, 2016, 09:49:45 am**

Gotcha.

Guess Gwolski's is the latest save, then?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **El Rey De Los Monos** on **June 10, 2016, 10:38:31 am**

yup thats what I did

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Edward_Tohr** on **June 10, 2016, 02:41:03 pm**

Year's done.

Currently uploading 100+ screenshots, so expect a more in-depth writeup in a while. :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 10, 2016, 03:16:08 pm**

Quote from: Edward Tohr on June 10, 2016, 02:41:03 pm

Year's done.
Currently uploading 100+ screenshots, so expect a more in-depth writeup in a while. :P

...I'm impressed. Wanna give us some spoilers?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Edward_Tohr** on **June 10, 2016, 03:43:27 pm**

| Village Dustiklogem, "Boarpaints" | | | | 9th Malachite, 1058, Mid-Summer | | | |
|-----------------------------------|-----------|-----------------|--------|---------------------------------|--------|--|--|
| Animals | | Kitchen | | Justice | | | |
| Created Wealth: | | Population: | | 43 | | | |
| You need a Bookkeeper. | | Miners | ⊖ 6 | Axedwarves | ⊖ 5 | | |
| | | Carpenters | ⊖ 1 | Axe Lords | ⊖ None | | |
| | | Masons | ⊖ 3 | Swordsdwarves | ⊖ None | | |
| | | Trappers | ⊖ 1 | Swordmasters | ⊖ None | | |
| Trade Information: | | Metalsmiths | ⊖ 2 | Macedwarves | ⊖ None | | |
| | | Jewelers | ⊖ 2 | Mace Lords | ⊖ None | | |
| You need a broker. | | Craftsdwarves | ⊖ None | Hammerdwarves | ⊖ None | | |
| | | Nobles | ⊖ 2 | Hammer Lords | ⊖ None | | |
| | | Peasants | ⊖ 4 | Speardwarves | ⊖ None | | |
| | | Children | ⊖ None | Spearmasters | ⊖ None | | |
| | | Fisherdwarves | ⊖ 3 | Marksdwarves | ⊖ 6 | | |
| Food Stores: 406 | | Farmers | ⊖ 6 | Elite Mrksdwrvs | ⊖ None | | |
| Meat 30 | Seeds 140 | Mechanics | ⊖ 2 | Wrestlers | ⊖ None | | |
| Fish 4 | Drink 49 | Trained Animals | ⊖ 2 | Elite Wrestlers | ⊖ None | | |
| Plant 43 | Other 140 | Other Animals | ⊖ 14 | Recruits | ⊖ None | | |

| Village Dustiklogem, "Boarpaints" | | | | 1st Limestone, 1059, Early Autumn | | | |
|-----------------------------------|-----------|-----------------|------|-----------------------------------|--------|--|--|
| Animals | | Kitchen | | Justice | | | |
| Created Wealth: | | Population: | | 68 | | | |
| You need a Bookkeeper. | | Miners | ⊖ 8 | Axedwarves | ⊖ None | | |
| | | Carpenters | ⊖ 1 | Axe Lords | ⊖ None | | |
| | | Masons | ⊖ 8 | Swordsdwarves | ⊖ None | | |
| | | Trappers | ⊖ 1 | Swordmasters | ⊖ None | | |
| | | Metalsmiths | ⊖ 6 | Macedwarves | ⊖ None | | |
| | | Jewelers | ⊖ 2 | Mace Lords | ⊖ None | | |
| | | Craftsdwarves | ⊖ 2 | Hammerdwarves | ⊖ None | | |
| Imported Wealth: 115804* | | Nobles | ⊖ 4 | Hammer Lords | ⊖ None | | |
| | | Peasants | ⊖ 7 | Speardwarves | ⊖ None | | |
| Exported Wealth: 2550* | | Children | ⊖ 1 | Spearmasters | ⊖ None | | |
| | | Fisherdwarves | ⊖ 10 | Marksdwarves | ⊖ None | | |
| Food Stores: 476 | | Farmers | ⊖ 15 | Elite Mrksdwrvs | ⊖ None | | |
| Meat 5 | Seeds 286 | Mechanics | ⊖ 3 | Wrestlers | ⊖ None | | |
| Fish 4 | Drink 49 | Trained Animals | ⊖ 2 | Elite Wrestlers | ⊖ None | | |
| Plant 2 | Other 130 | Other Animals | ⊖ 21 | Recruits | ⊖ None | | |



Military was deactivated in the second picture, not killed.

Despite a large number of accidents, the population is growing. The next overseer shouldn't have too much to worry about, just keep the place running relatively smoothly.

Oh, uh, and we're still way behind on coffins. I think the new burial hall is still dealing with people who died near the beginning of the reclaim, let alone anyone who bit it this year. :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Edward_Tohr** on **June 10, 2016, 05:58:27 pm**

Things here have been confusing lately. People have stepped up to run the place, taken one look around, and decided that maybe someone else would prefer a turn.

Well, now that turn is mine. First thing to do is take stock of who's left, and what needs doing.



(<http://i.imgur.com/r41FI8w.png>)

What a mess. The entire old fortress to the north is sealed off, with a lot of our old goods still inside. Thankfully, the F.U.C.K.U.N.I.C.O.R.N.S. channel seems to have drained all of its magma. Still, a careless lever-pull could re-awaken the whole device, and that's not something I'd like to risk.

A more immediate concern is the prospecting tunnel the old fort dug along the magma. If we want to get our smithing up to speed, we'll need to go out of our way to avoid it.

More than a quarter of the fortress is in the military. Which sounds impressive until you realize that the fortress is less than fifty dwarves.

Our food stocks are looking good, though the fact that the kitchen is allowed to cook seeds and booze is worrisome.

Thankfully, we have some horses around, in case the food situation gets dire. But I have some other plans on that front, too.

And our lawless hole is, at least, free of crime.

As for me...

'Edward Tohr IV' Astiszon. "'Edward Tohr IV' Duneshelms". Overseer

'Edward Tohr IV' Astiszon has been happy lately. He has been satisfied at work lately. He has complained of the lack of a well lately. He slept in a good bedroom recently. He dined in a great dining room recently. He has complained of hunger lately. He admired a fine Trap lately. He was comforted by a wonderful creature in a cage recently.

'Edward Tohr IV' Astiszon likes Pumice, Diamond, Mangrove, pearl, spears, bucklers and horses for their strength. When possible, he prefers to consume cow cheese and Dwarven beer. He absolutely detests fire snakes. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

A distant ancestor of mine was famed for never giving up, for fighting for what he needed.

I mean, what he needed was apparently some ore that didn't exist in the fort, and he was fighting other dwarves who told him that it was impossible, but hey, progress has to come from somewhere.

Speaking of....



As someone who works the fields, I'm always nervous about that cave river. Now that I'm in charge, I have some ideas about how to make it safer.

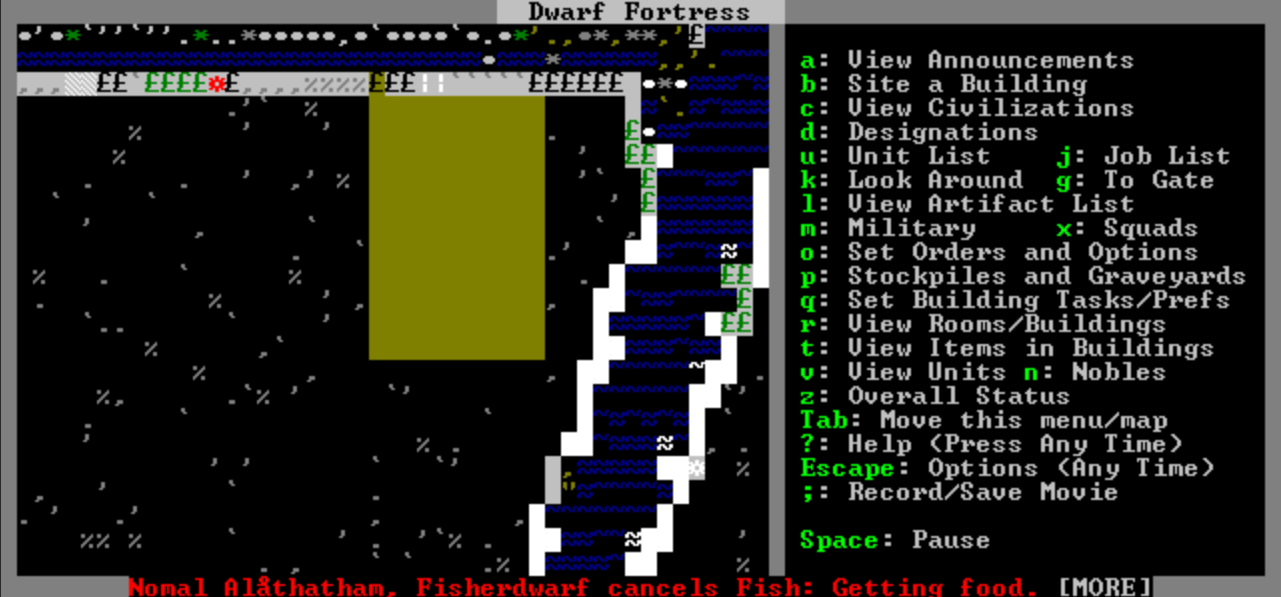
Oh yes, and also about how the largest field in our farm isn't even ready to till, yet.



One of the problems I noticed on my initial look about the fort was this. Apparently a previous overseer was convinced that human caravans needed a back way in, despite the paved road out front. The road's already being worked on, so I might as well let it finish, but I can stop our stoneworkers from putting important work on hold to go smooth a hallway.



At least the still is up and running in some capacity. I'll definitely be trying to build up our booze supply. But for booze, we need plants.



This'll do nicely. Carve out a large area, and set up channels and floodgates so we can irrigate it on demand. No more of this "waiting for the cave to flood" nonsense. We're Dwarves, not Elves! We change nature to suit our needs, not the other way around!



Even the mountain bends to our will!

... Okay, yeah, that's just a fancy way of saying "I ordered a storeroom for seeds to be carved out near the farms". Still applies, though. Speaking of the seeds....



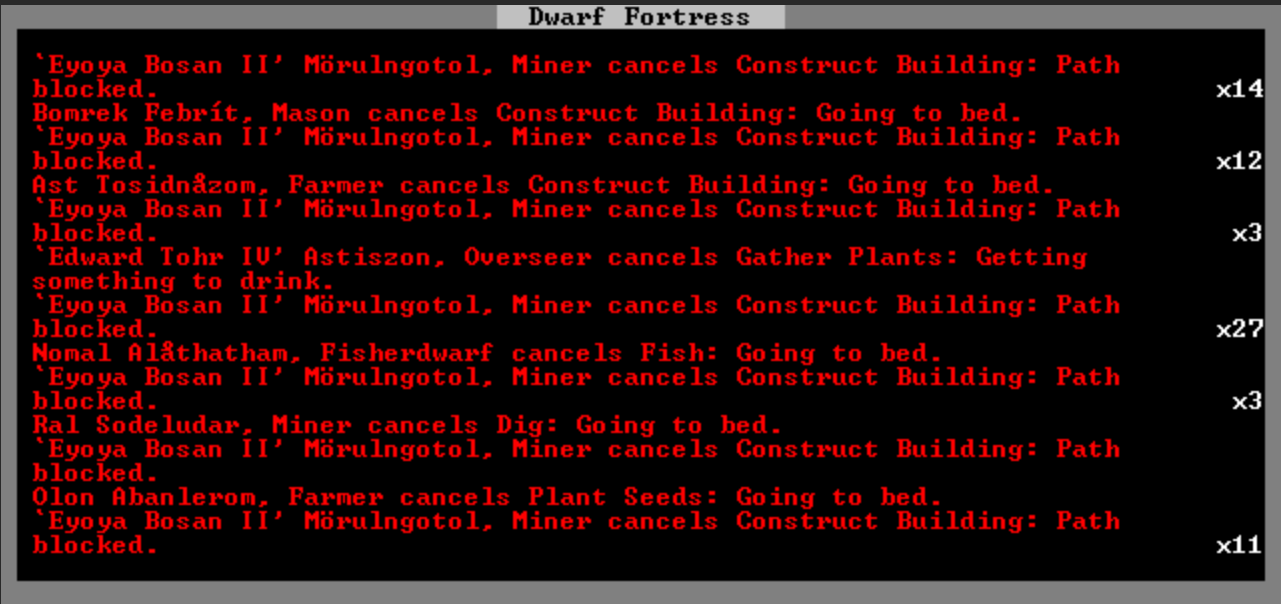
There. Now we won't starve to death because of an overzealous chef.



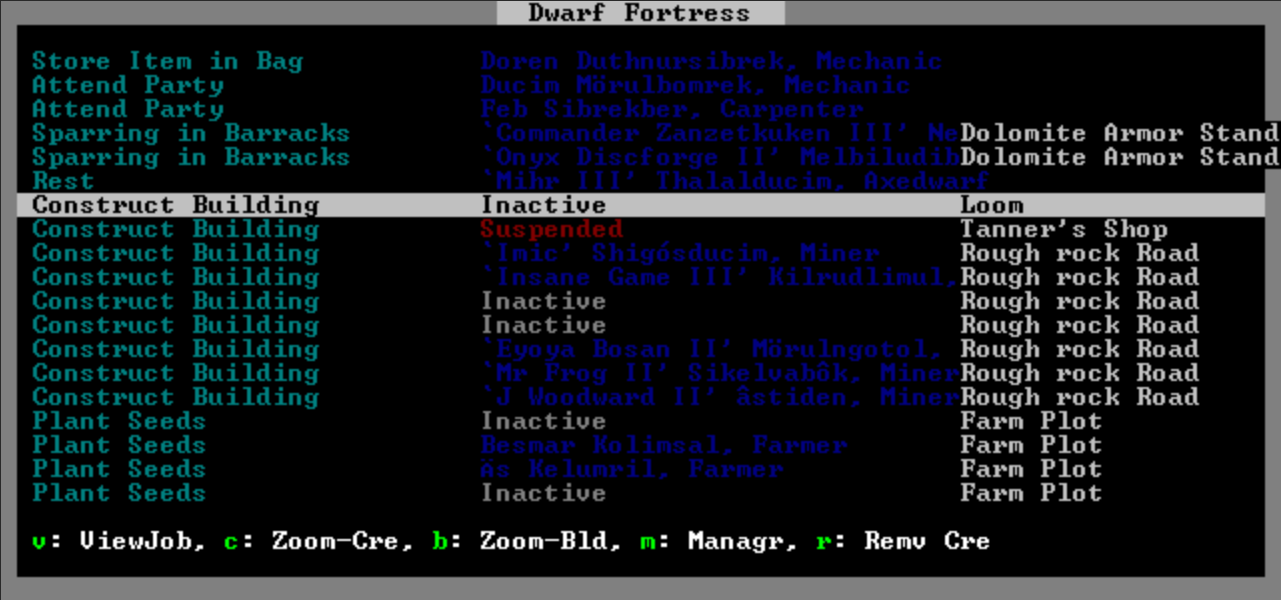
And the large field is ready! This will only be temporary, as I plan to abandon the riverside fields come winter. Still, that's half a year away, and that means we can build up a surplus of plump helmets.



Our bedrooms are... not extravagant. But they suffice.



It's almost impossible to think with all of these blasted reports about some building somewhere being unreachable. I suspect there's a problem somewhere with the road, but I can't seem to pinpoint it.



Hmm... all access to the road itself seems to be good, and there's nothing else being built. Maybe he's trying to get a stone from the old fort?



PAUSED

Dwarf Fortress



PAUSED

Shilràrnazush, giant cave sp
"Tulipblood"

g:Gen i:Inv p:Pref w:Wnd
Space: Done

Idlers: 0

There's some nasty critters creepin' around up there, and they won't give up without a fight.

Neither will we.

PAUSED

Dwarf Fortress



PAUSED

`Kleannea' Savotatír, Labore
"Kleannea' Stooddyes"

Mining
Wood Cutting
Carpentry
Masonry
Stone Detailing
Animal Training
Animal Care
Health Care
Fish Cleaning
Butchery
Leatherworking
Tanning
Farming <Fields>
Fishing

z: View profile
g:Gen i:Inv p:Pref w:Wnd
Space: Done

Idlers: 1

PAUSED

Dwarf Fortress



PAUSED

`Kleannea' Savotatír, Labore
"Kleannea' Stooddyes"

Dyeing
Alchemy
Furnace Operating
Wood Burning
Ashery Operating
Metalsmithing
Jeweling
Craftsworking
Glassmaking
Siege Engineering
Siege Operating
Mechanics
Crossbow-making
Weaving

z: View profile
g:Gen i:Inv p:Pref w:Wnd
Space: Done

Idlers: 1

PAUSED

Dwarf Fortress



PAUSED

`Kleannea' Savotatír, Labore
"Kleannea' Stooddyes"

Clothesmaking
Milling
Hunting
Brewing
Plant Gathering
Farming <Workshop>
Cooking
Trapping
Stone Hauling
Wood Hauling
Item Hauling
Burial
Food Hauling
Refuse Hauling

z: View profile
g:Gen i:Inv p:Pref w:Wnd
Space: Done

Idlers: 1

PAUSED

Dwarf Fortress



PAUSED

`Kleannea' Savotatír, Labore
"Kleannea' Stooddyes"

Furniture Hauling
Animal Hauling
Cleaning
Architecture

z: View profile
g:Gen i:Inv p:Pref w:Wnd
Space: Done

Idlers: 1

No loafing! Hopefully, a pair of peasants will be able to pick up all the odd jobs that need doing around here.

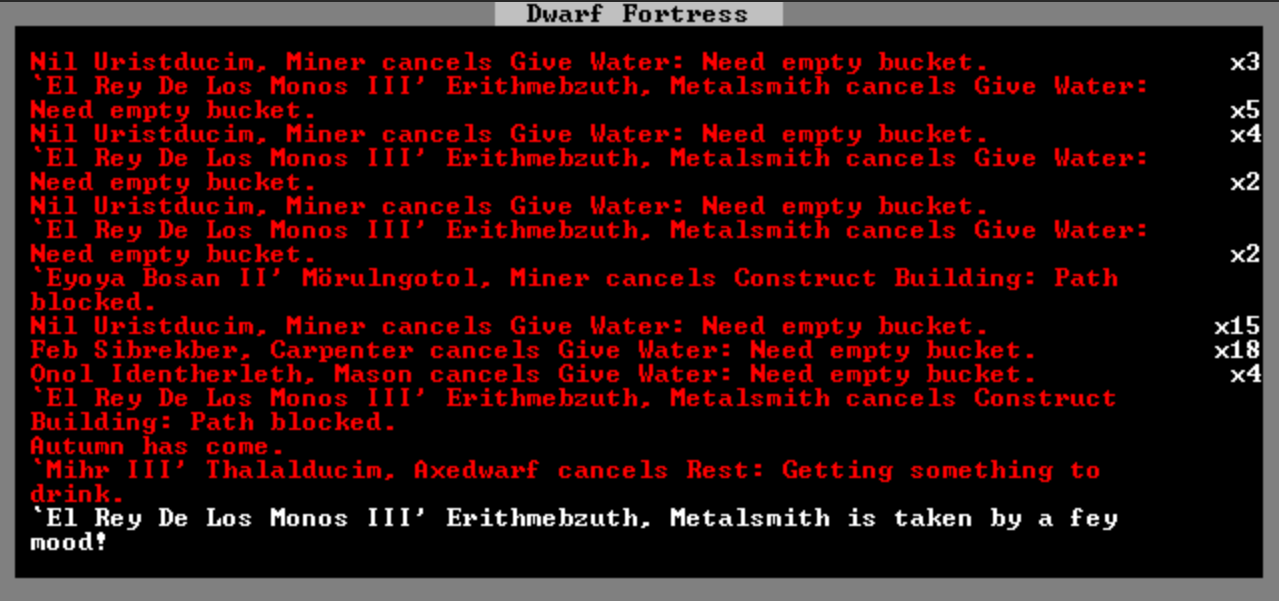


Like gathering wood. We'll be needing plenty of barrels before my plans are complete.

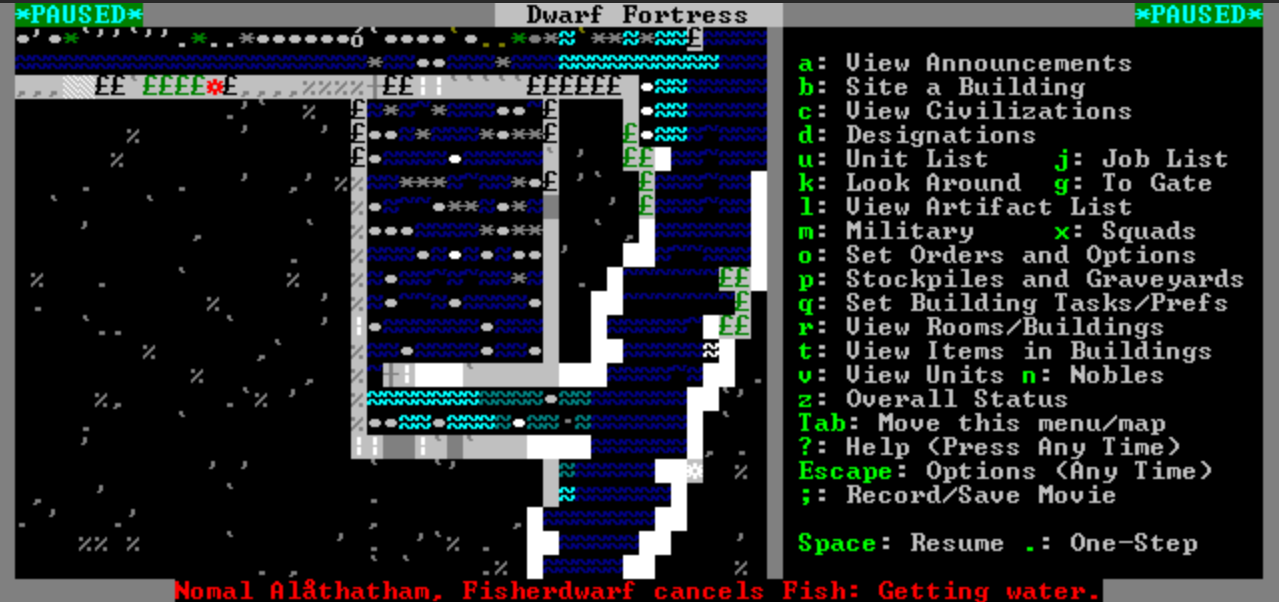


Also a bucket, apparently. And some coffins. Still, J Woodward II's sacrifice for the sake of our new farm will not be forgotten.

Although I do wonder why he tried to swim up the river instead of climbing out of the channel he just dug?



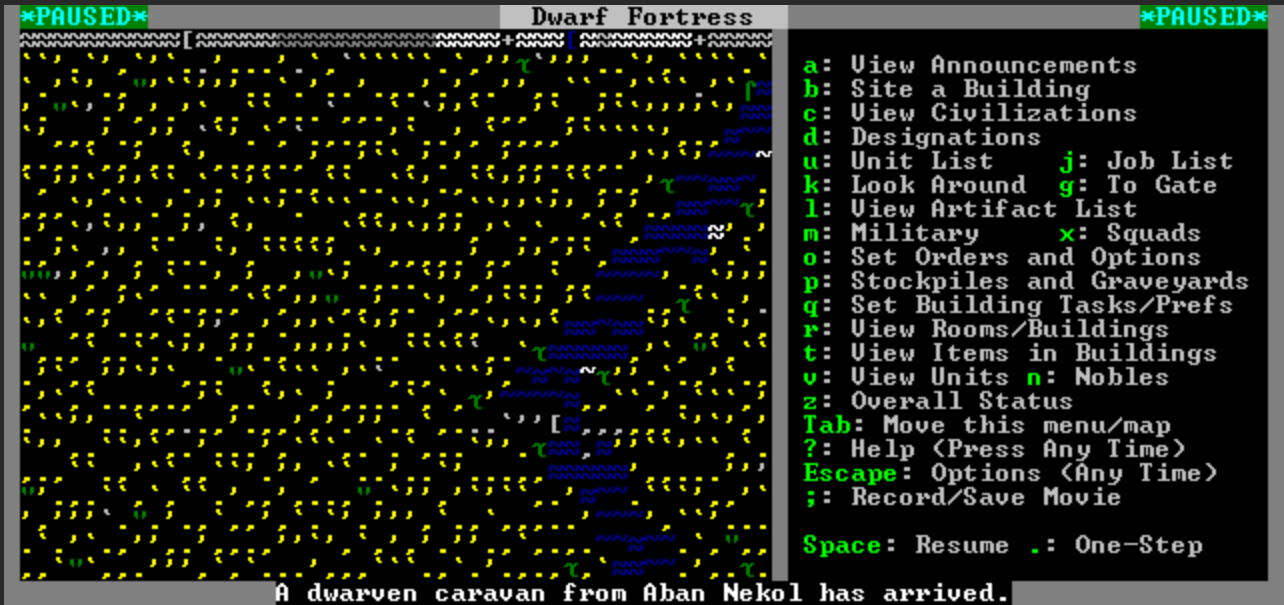
Aha! The creation of an artifact will draw in more migrants.



In the mean time... The channels and floodgates were completed just in time for the river to flood anyway. Still, the fate of our crops no longer depend on how the river is feeling.



And we can cut off the water supply just as easily. With less time spent waiting for the river to flood, and the floodwaters to recede, this new farm will be much more efficient. A perfect symbol for the enduring dwarven spirit.



Speaking of, the autumn caravan is here! I haven't had time to check on our trade goods, but we must have something lying around, right?



Oh. Well, meat's meat, and if the merchants think they can make a profit reselling cups made of chalk, they're welcome to it.



Speaking of meat, I'd like to get the kitchens up and running. Just a few horses, though. Don't want to butcher too many and risk running out.



We've been out of booze for a while, and all of our brewers are screwing off in some other parts of the fort. Congratulations, Ducim, you've been promoted. Hope your wine doesn't taste like sewer brew.



Because we'll all be drinking it for a while.

... Say, weren't we due an artifact around now?



Oh. Guess we have no choice but to rush the magma.

Or use charcoal, I guess.



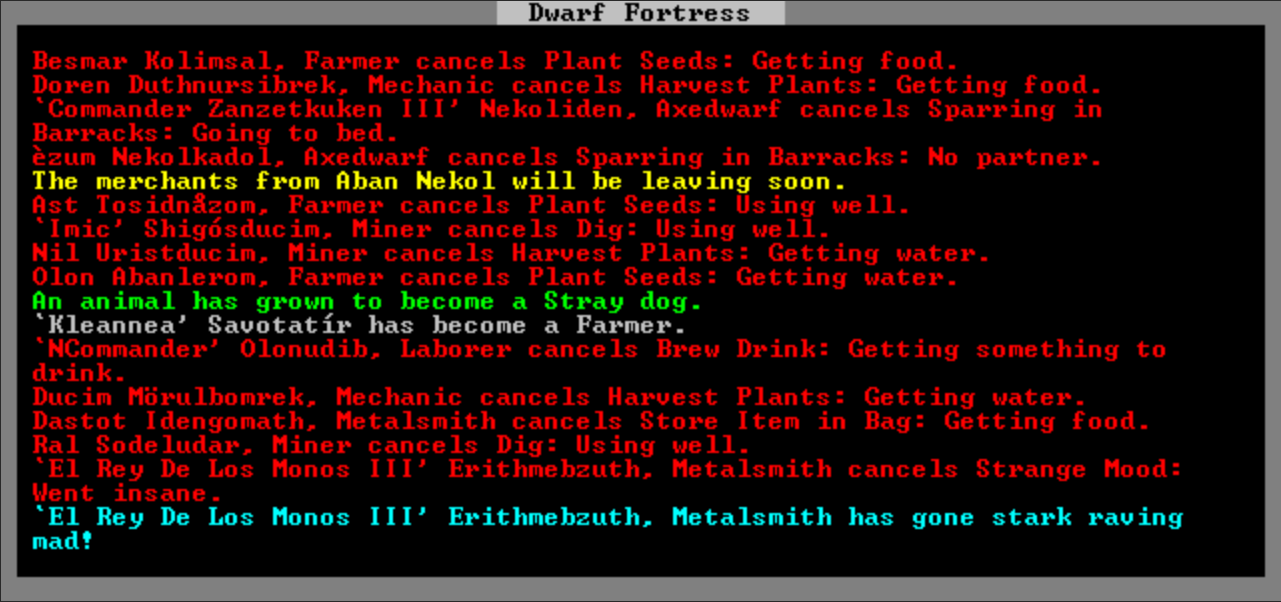
That's... troubling. Okay. We'll need to retake the old fort. And sooner, rather than later. Thankfully, I have a plan...



... and that plan is "rocks fall, everything dies". Dig a tunnel that goes from the outside into the old fort. Fill it with traps. Have the crossbow squad standing by at the exit to pincushion anything that survives.



Also, our fisherdwarves are working non-stop to keep the fort fed. We need someone to process all those fish into something edible. èzum, you're up.



Unfortunately, we were too slow. Our metalsmith is running around the halls, yelling something about being the third in a line of monkey kings.



In happier news, we finally have some more booze.



The fishery is going along at a nice clip, too.



In fact, everything is going a little too well...



Ahh. There we go. Still, with only forty of us, we should be able to-

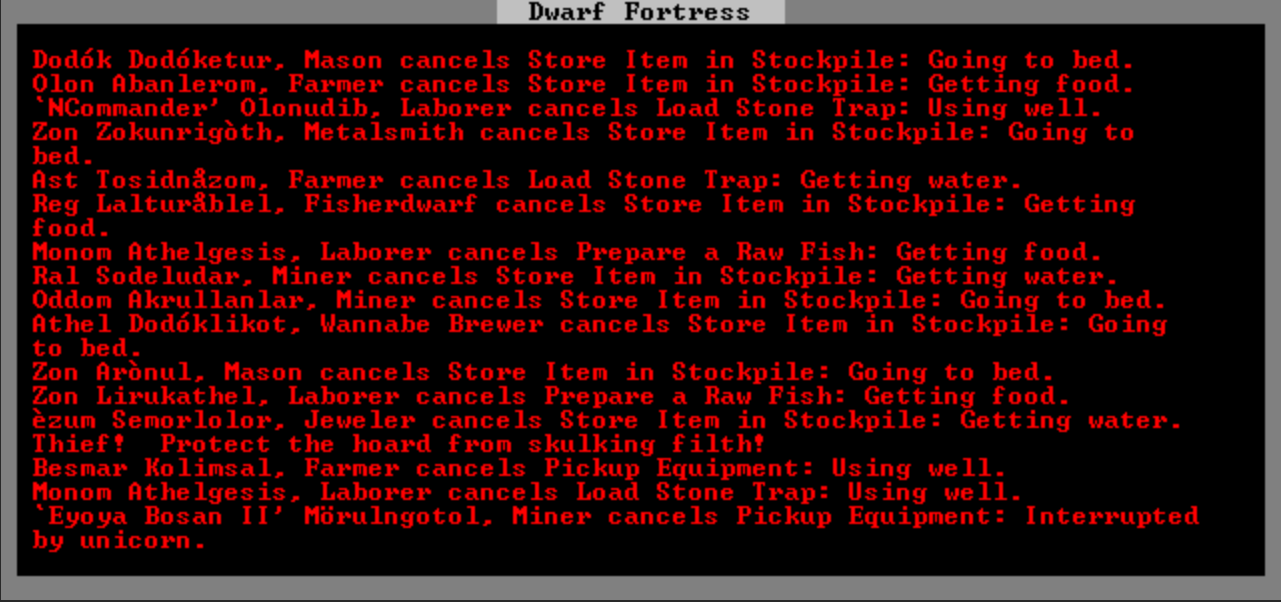


Okay, don't panic. We have enough food, we have a well... We can make use of these guys.



What the hell, Zon, you are just the worst. "Och, I'm so hungry! I'd better stop MAKING THIS FUCKING FOOD so I can go eat!"

Oh, and the trap tunnel into the old fort is coming along nicely.



Oh no! Eyoya Bosan II! They've mistaken you for an intruder!



Oh. Or you were hanging out on their side of the river so you could pick up some crap the migrants left behind.



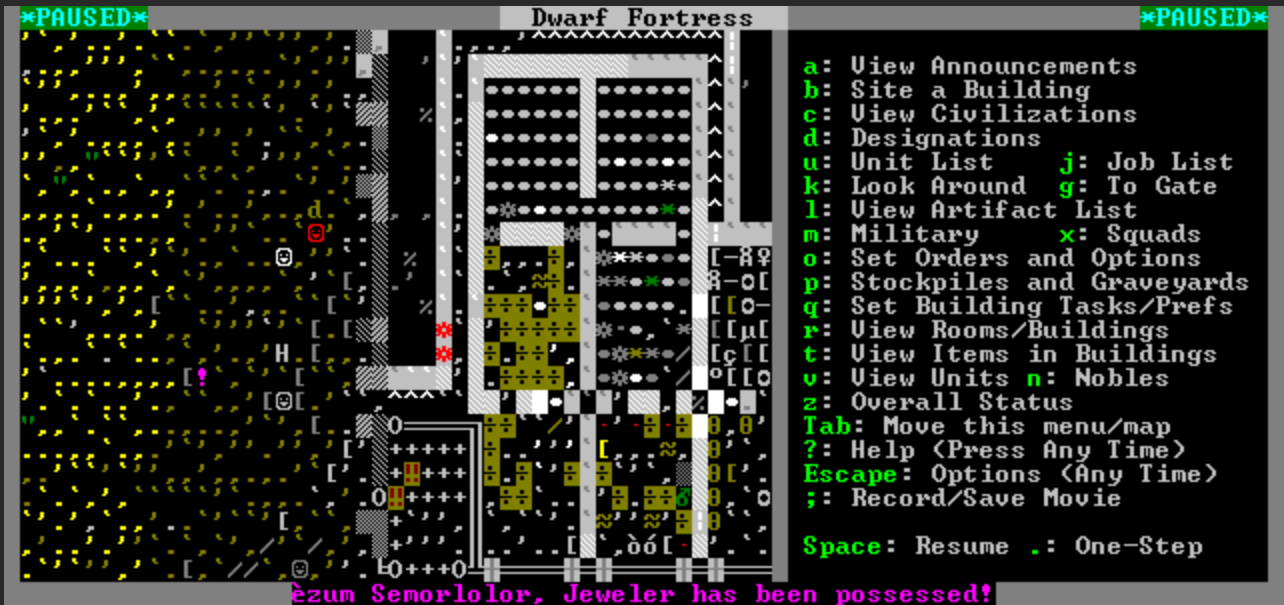
Cooked meals use less barrel space than their ingredients do. By doing this, we can convert food barrels into booze barrels without losing any food!



Turtle and horse tallow, it can't be beat.



Hmm. Having a stockpile for finished goods right near the depot would make trading more efficient...



A possession, this time?



Oh. That was, uh... inconveniently-timed. Still, I hope nothing bad happens to the poor tyke.



There are some days where you get up, ready to beat the world into submission. Days where you feel alive, and unstoppable. And then there are days where life punches you in the gut, pushes you down, and does everything it can to keep you there.

Oh, and I guess the possessed jeweler's kid went and drowned or something. Anyway. I stepped on a really sharp piece of talc, and now I have to walk funny for the rest of the day. Life just isn't fair, I tell ya.



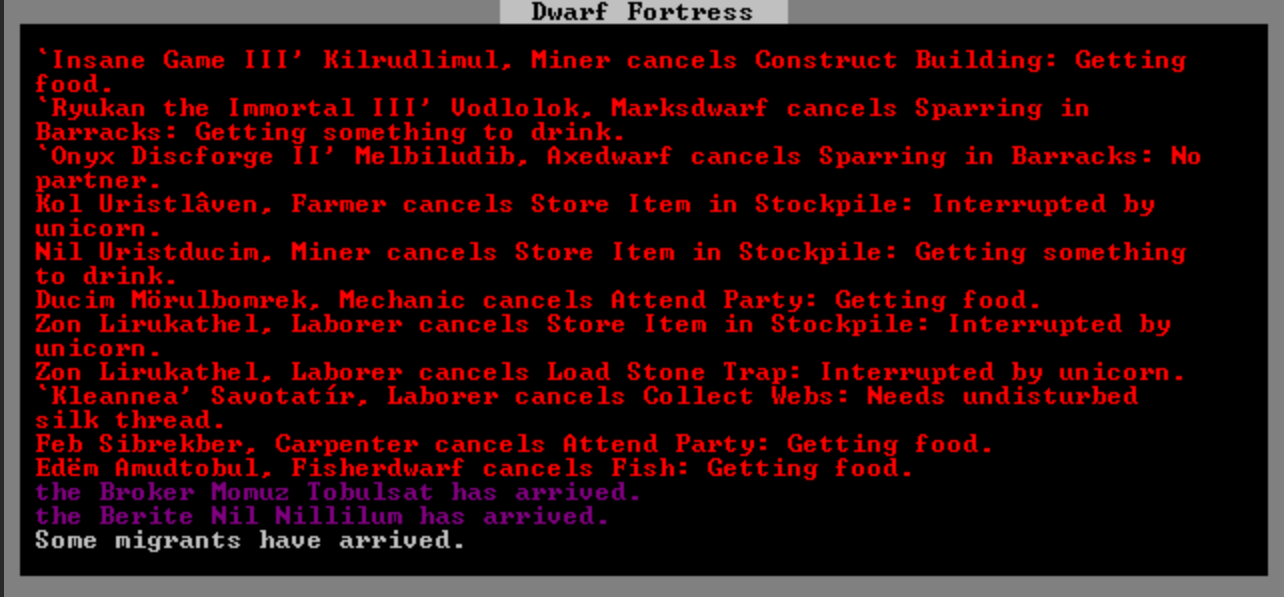
Most unfortunate. None of the gems we have are to the jeweler's liking. Oh well.



I'm torn between "it's spring already?" and "it's only spring?". The past half-year has been very eventful.

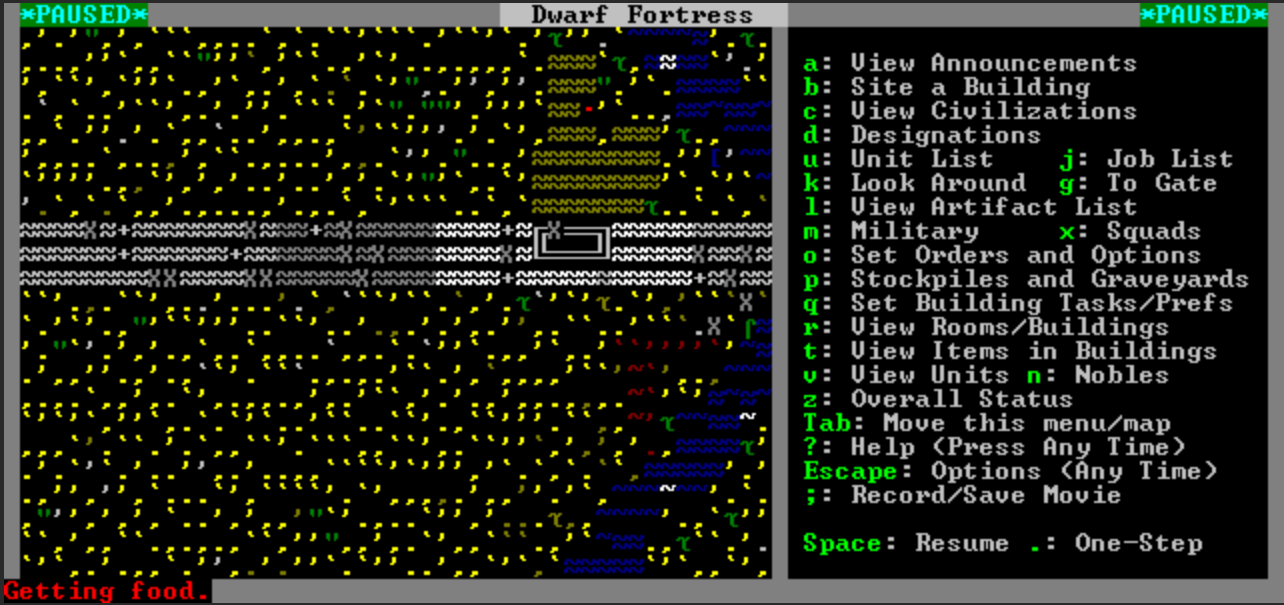


Oh well. Time to flood the farm.



Oh no. Oh no. I could deal with the pointy-eared freaks, but not...

... the nobles!



At least they showed up with a retinue of warm bodies. Hopefully with this many dwarves milling about, something will get done.



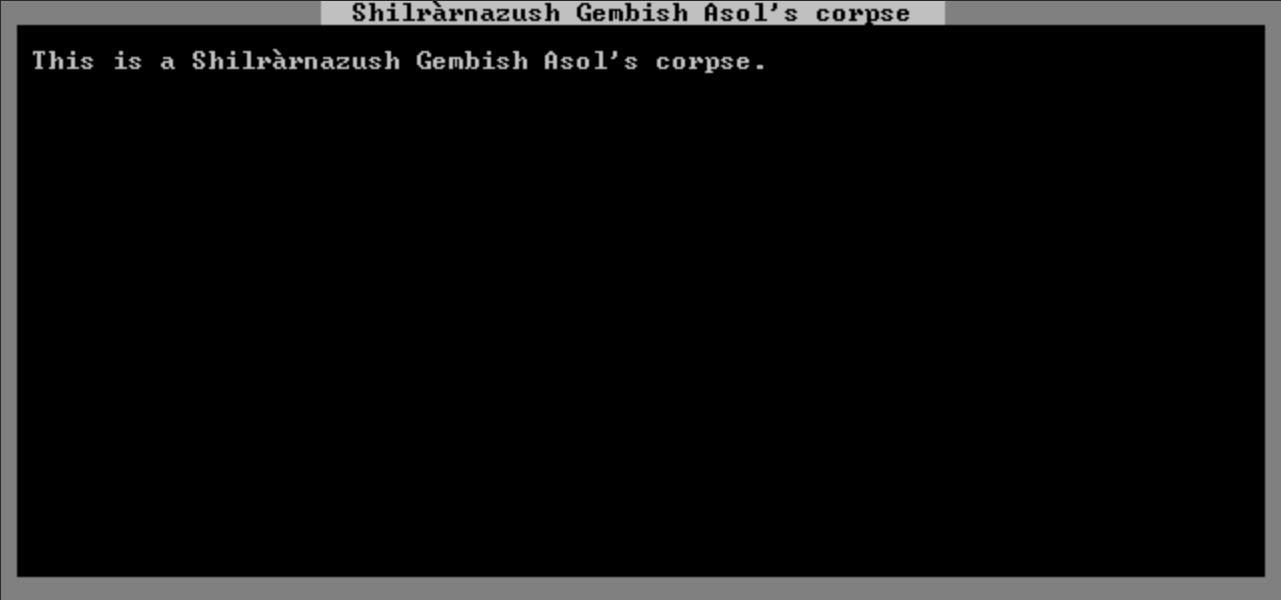
Still, though, the population's grown to half again as many as when I started.



At last, it is done. The day of reckoning. We will take back our old halls and, also all of those empty barrels!



No, you idiots! Don't charge down the trap-filled hallway *toward* the horrible death-spider!



Thankfully, she was easily picked off by the crossbow squad upon exiting the tunnel. She got a few more snacks along the way than I would have liked, but the menace is dealt with.



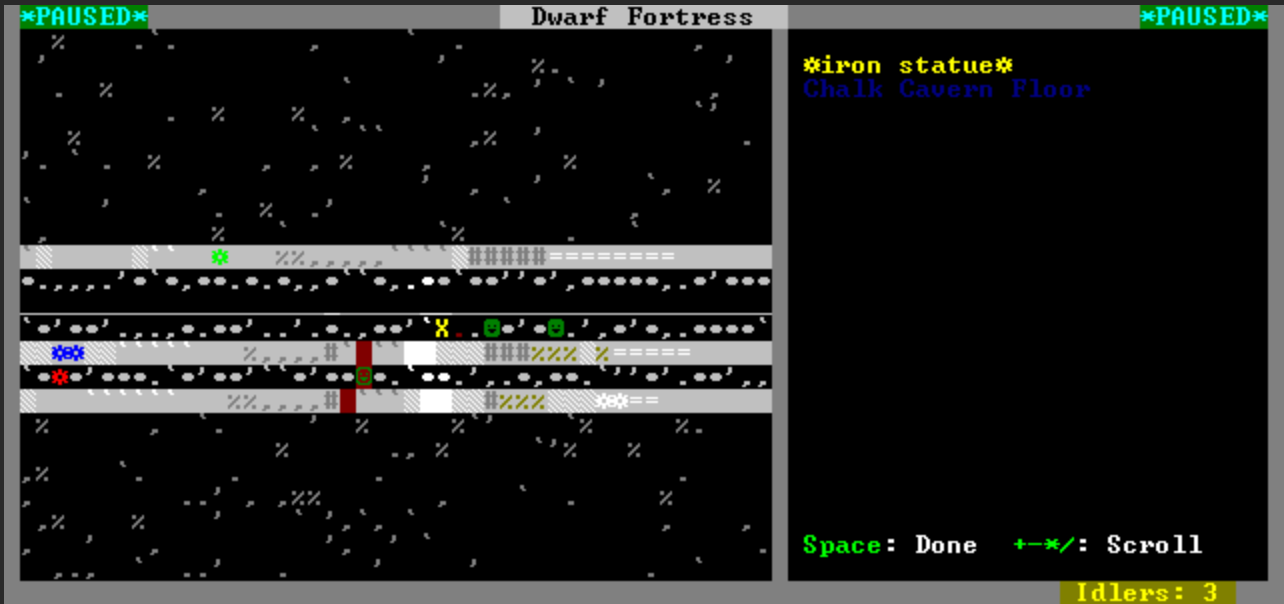
I see this won't be easy. The idiots rush in to grab... something, stumble across some wild animal and run.



Ant men, bat men, iron men... The dwarves of Boarpaints fear nothing! Their clever tactic of getting the enemy's attention, then leading him down the trap hall is unbeatable, and certainly has nothing to do with them being spooked by a wild animal and sprinting to the exit. Not at all.



Oh yeah, turns out there was a second iron man hanging out in the F.U.C.K.U.N.I.C.O.R.N.S. channel.



By that time, though, the crossbow squad had found their way in.

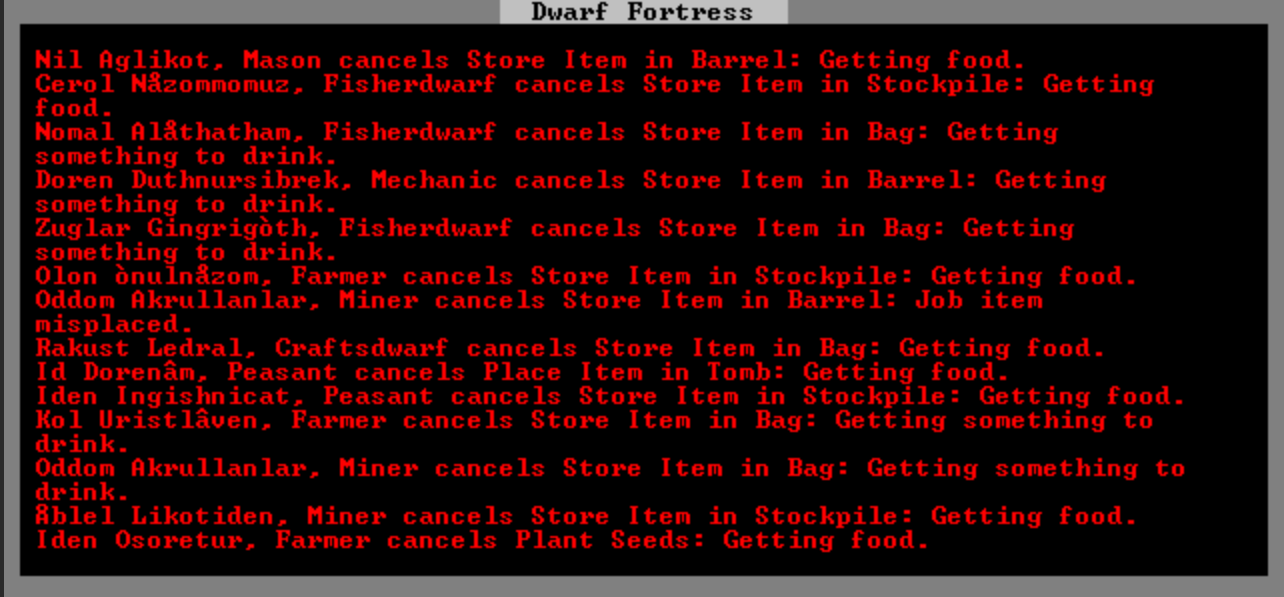


Farm number 2 is ready. Without a door to jam open and mess the whole thing up, this farm should be good to go forever!

Once the other farmers stop hauling socks from the old fort and, y'know, farm.



For fuck's sake, Vabôk, I know you're possessed, but dropping your rotten food on the kitchen floor is just rude.



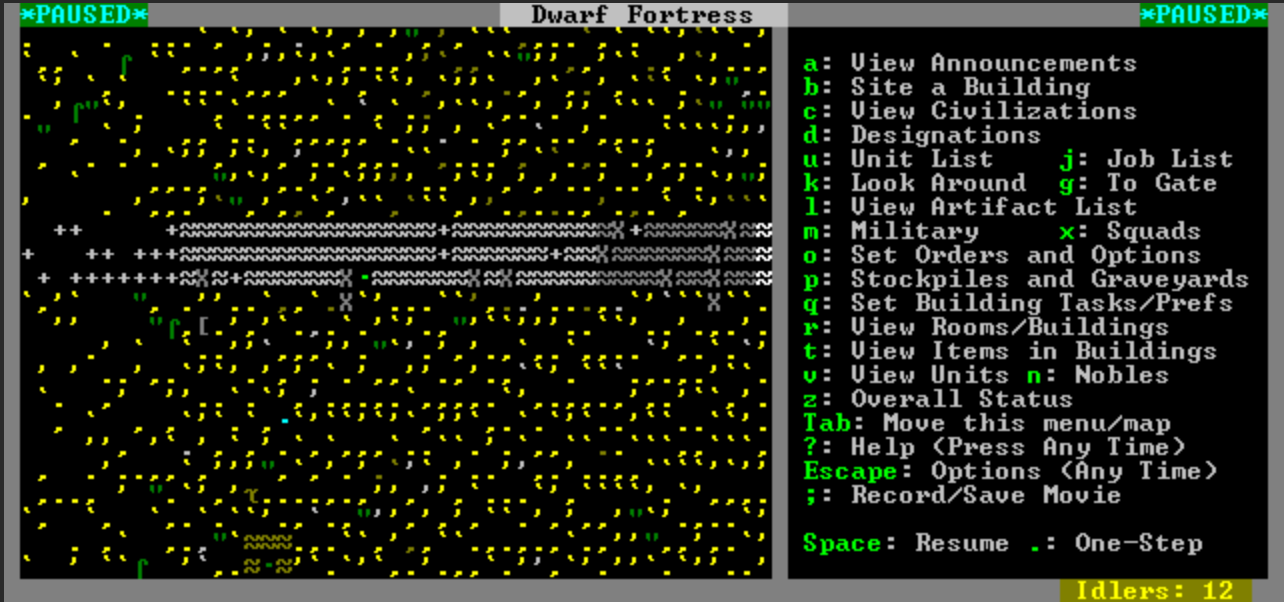
Apparently everyone decided that today, they would all take their lunch break at the same time.



Which I allowed, because of this. As of now, there is no old fort and new fort.

There is only Boarpaints, whole again!

... Oh, hey, look at those logs! Our barrel woes are over!



News travels fast, it seems. Already, migrants are here to celebrate the return of our belov- our valu- errr..

our unicorn-infested hole!



It's like new life has been breathed into our fort. Quite literally, in this case.



And yet, my thoughts turn to the deceased. Many nobl- err, fin-...

... A bunch of drunken idiots got themselves offed for this. The least I can do is give what's left of their remains some place out of the sun to spend eternity.

As I face here end of life, so too must I face the end of summer.

| Village Düstiklogem, "Boarpaints" | | | | 1st Limestone, 1059, Early Autumn | | | | |
|-----------------------------------|---|---------|-----|-----------------------------------|--|----|-----------------|------|
| Animals | | Kitchen | | Justice | | | | |
| Created Wealth: | | | | Population: | | 68 | | |
| You need a Bookkeeper. | | | | Miners | | 8 | Axedwarves | None |
| | | | | Carpenters | | 1 | Axe Lords | None |
| | | | | Masons | | 8 | Swordsdwarves | None |
| | | | | Trappers | | 1 | Swordmasters | None |
| | | | | Metalsmiths | | 6 | Macedwarves | None |
| | | | | Jewelers | | 2 | Mace Lords | None |
| | | | | Craftsdwarves | | 2 | Hammerdwarves | None |
| Imported Wealth: | | 115804* | | Nobles | | 4 | Hammer Lords | None |
| Exported Wealth: | | 2550* | | Peasants | | 7 | Speardwarves | None |
| | | | | Children | | 1 | Spearmasters | None |
| | | | | Fisherdwarves | | 10 | Marksdwarves | None |
| Food Stores: | | 476 | | Farmers | | 15 | Elite Mrksdwrvs | None |
| Meat | 5 | Seeds | 286 | Mechanics | | 3 | Wrestlers | None |
| Fish | 4 | Drink | 49 | Trained Animals | | 2 | Elite Wrestlers | None |
| Plant | 2 | Other | 130 | Other Animals | | 21 | Recruits | None |

To whoever is chosen to lead us next, I never was fully able to fix our booze shortage.

| Dwarf Fortress | | |
|---------------------------------|--------|-------------|
| Ingredient Type | Number | Permissions |
| mule meat | 2 | Cook ---- |
| cheetah meat | 3 | Cook ---- |
| turtle | 3 | Cook ---- |
| cave fish | 1 | Cook ---- |
| Plump helmet spawn | 175 | Cook ---- |
| Pig tail Seeds | 5 | Cook ---- |
| Prickle berry Seeds | 30 | Cook ---- |
| Wild strawberry Seeds | 76 | Cook ---- |
| Plump helmet | 2 | Cook Brew |
| Pig tail | 18 | ---- Brew |
| Dwarven wine | 9 | Cook ---- |
| Dwarven ale | 37 | Cook ---- |
| Tuber beer | 2 | Cook ---- |
| Prickle berry wine | 1 | Cook ---- |
| c: Toggle cook. b: Toggle brew. | | |

We're not in danger of running out of food, by any means. We have plenty of prepared meals saved up, and the farm can be switched over to full plump helmet-duty to get a surplus of plants.

| Dwarf Fortress | |
|---|-----------------------|
| Creature | Owner |
| Stray horse <Tame>, ♂ | Unavailable |
| Stray horse <Tame>, ♀ | Unavailable |
| Stray horse <Tame>, ♀ | Unavailable |
| Stray horse <Tame>, ♀ | Unavailable |
| Stray dog <Tame>, ♀ | Unavailable |
| Stray horse <Tame>, ♂ | Unavailable |
| Stray horse <Tame>, ♂ | Unavailable |
| Stray horse <Tame>, ♀ | Unavailable |
| Stray dog <Tame>, ♀ | Unavailable |
| Mistēm Idenkerlīg, horse <Tame>, ♂ | Nil Uristducim, Miner |
| Stray Foal <Tame>, ♂ | Unavailable |
| Stray Foal <Tame>, ♂ | Unavailable |
| Stray Puppy <Tame>, ♀ | Unavailable |
| Sodel Duthnurèrith, dog <Tame>, ♀ | Available |
| Stray Puppy <Tame>, ♀ | Unavailable |
| Stray Foal <Tame>, ♀ | Unavailable |
| Stray Foal <Tame>, ♂ | Unavailable |
| Enter: Toggle pet availability. b: Slaughter. | |

Even among the animals, the circle of life continues. The foals from the beginning of the year have grown up, and have foals of their own.

‘Edward Tohr IV’ Astiszon, ‘Edward Tohr IV’ Duneshelms”, Former Overseer

‘Edward Tohr IV’ Astiszon has been happy lately. He slept in a good bedroom recently. He admired a very fine Trap lately. He dined in a great dining room recently. He was comforted by a wonderful creature in a cage recently. He has been satisfied at work lately. He has complained of hunger lately. He was disgusted by a miasma lately.

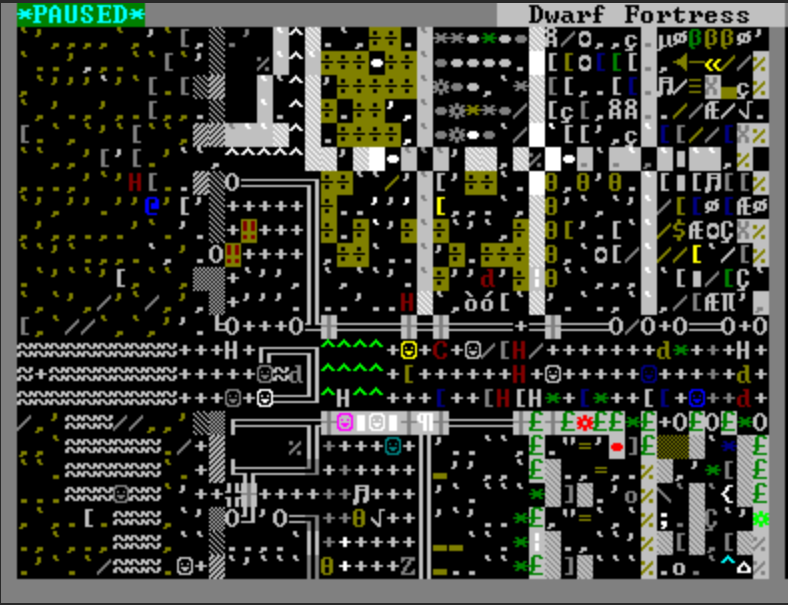
‘Edward Tohr IV’ Astiszon likes Pumice, Diamond, Mangrove, pearl, spears, bucklers and horses for their strength. When possible, he prefers to consume cow cheese and Dwarven beer. He absolutely detests fire snakes. He needs alcohol to get through the working day. He does not mind being outdoors, at least for a time.

Whether it was fate, luck, or something else, it seems Boarpaints had just the right person at just the right time.

And to any travelers headed here, I say the following:

PAUSED

Dwarf Fortress



PAUSED

a: View Announcements

b: Site a Building

c: View Civilizations

d: Designations

u: Unit List

j: Job List

k: Look Around

g: To Gate

l: View Artifact List

m: Military

x: Squads

o: Set Orders and Options

p: Stockpiles and Graveyards

q: Set Building Tasks/Prefs

r: View Rooms/Buildings

t: View Items in Buildings

v: View Units

n: Nobles

z: Overall Status

Tab: Move this menu/map

?: Help <Press Any Time>

Escape: Options <Any Time>


;; Record/Save Movie

Space: Resume

.: One-Step

Idlers: 2

Welcome to Boarpaints! It's perfectly safe here.



(<http://i.imgur.com/mMRex9NI.png>)

EDIT: Save file (<http://dffd.bay12games.com/file.php?id=12132>)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **June 10, 2016, 06:24:36 pm**

You see, the moat is being built. And no rasing bridges on the outside, and the old fort was in the way, so there is a drawbrige downside. Thats why the rock has to be smoothed. The current ebtrance is temporay

edit sorry for typos too late at night to typoe properly

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 10, 2016, 06:38:16 pm**

Color me impressed Tohr. Great job.

Sending a PM to the next guy.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **June 10, 2016, 06:59:28 pm**

Really high quality update, Tohr. Did a crop of the fort image you provided and added a couple red markings as to where large 3-wide connections between the two section could go using a red rectangle (as well as a couple markings as to new entrances to a possible dorm area we could make from the original crypts, and one 3 wide section that is strangely blocking a hall and is unmined.) Might be something the next person could do.

Spoiler: Large Image (click to show/hide)



Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Vuohijumala** on **June 11, 2016, 04:39:02 am**

May I switch my turn with the next person in line? Right now I have loads of things to do.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 11, 2016, 09:16:58 am**

Quote from: Vuohijumala on June 11, 2016, 04:39:02 am

May I switch my turn with the next person in line? Right now I have loads of things to do.

That's perfectly okay!

Sending a PM to Imic.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **June 11, 2016, 09:34:09 am**

- A few small suggestions:
1. Turn announcements down a bit - they're presumably set at "All", which spams way too much (every time a dwarf gets hungry, thirsty, or tired) and makes it harder to see the *important* job cancellations.
 2. Enable cooking for Wild Strawberry Seeds and Prickle Berry Seeds - it is not possible to plant outdoor crops in this version, so those seeds serve no other purpose.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Imic** on **June 11, 2016, 03:57:13 pm**

I have not been keeping up with this fort, and to keep it even more !!FUN!!, i shaln't find out what has been happening. A friend of mine came over, so i shall have a companion. TO !!FUN!!!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Imic** on **June 12, 2016, 12:01:41 pm**

Crap. I am never going to get around to playing this. Sorry. I'm wet. Very wet. There was a water fight. The enemy had a tub of water. And a watering can. At the end, he said *will you accept your fate like your comrade? If you don't, the rest goes On his head.*
So i held out my hands
And wa ssoaked.
Rip my dignity

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 12, 2016, 02:23:57 pm**

Quote from: Imic on June 12, 2016, 12:01:41 pm
Crap. I am never going to get around to playing this. Sorry. I'm wet. Very wet. There was a water fight. The enemy had a tub of water. And a watering can. At the end, he said *will you accept your fate like your comrade? If you don't, the rest goes On his head.*
So i held out my hands
And wa ssoaked.
Rip my dignity

You want me to give you a turn a little later on or what?

Sending a PM to Kleana.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Imic** on **June 12, 2016, 03:23:32 pm**

Quote from: DolosusDoleus on June 12, 2016, 02:23:57 pm
Quote from: Imic on June 12, 2016, 12:01:41 pm
Crap. I am never going to get around to playing this. Sorry. I'm wet. Very wet. There was a water fight. The enemy had a tub of water. And a watering can. At the end, he said *will you accept your fate like your comrade? If you don't, the rest goes On his head.*
So i held out my hands
And wa ssoaked.
Rip my dignity

You want me to give you a turn a little later on or what?

Sending a PM to Kleana.

Seven or so turns from now.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **June 12, 2016, 04:33:09 pm**

Stick me on the turnlist. Should have time at that point..

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **kleanea** on **June 12, 2016, 08:51:58 pm**

Ooh, neat, it's my turn. Expect the first post by Wednesday, if not sooner. During my turn I'm going to try to face down the greatest menace known to the dwarves of 0.23a:
[Spoiler](#) (click to show/hide)
the economy

EDIT: wtf how do i menu

EDIT:
[Spoiler](#) (click to show/hide)



Unhappy nobles? Intolerable.

EDIT: wtf how do i resize the window

EDIT: wtf are these defenses

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Arcvasti** on **June 12, 2016, 09:21:39 pm**

who needs defenses when we have warm squishy dwarf bodies and weapons no one knows how to use

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **June 12, 2016, 09:29:37 pm**

we have perfectly viable defenses in the form of a giant magma lever of doom*

*King Murdoc Industries accepts no liability for dwarven deaths caused by pulling the lever with glaringly obvious unresolved faults in containment still present.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **June 12, 2016, 11:43:59 pm**

Pfft, we've barely even economied. When we get a full set of guilds, nobles, and the king demanding candy crafts, then we're economied

(I'm kinda sad we revealed the candy so quickly. There's a special mandate the king has to dig to the yellow line that I have never seen in game).

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **June 13, 2016, 08:12:00 am**

Quote from: NCommander on June 12, 2016, 11:43:59 pm

Pfft, we've barely even economied. When we get a full set of guilds, nobles, and the king demanding candy crafts, then we're economied
(I'm kinda sad we revealed the candy so quickly. There's a special mandate the king has to dig to the yellow line that I have never seen in game).

We didn't reveal the candy. We know that because if we did, the king would be at the fortress already.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Edward_Tohr** on **June 13, 2016, 09:15:21 am**

Can confirm, there was no visible candy.

We've dug to the eerie pits, or whatever they're called in this version, but not past them.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **kleanea** on **June 15, 2016, 12:57:11 am**

I finished my turn! Here's the save: <http://dff.d.bay12games.com/file.php?id=12145> (<http://dff.d.bay12games.com/file.php?id=12145>).

Unfortunately I wasn't able to start the economy, because I didn't make enough goods (I didn't even realize there was a minimum you had to meet, since I've never had such an unproductive fortress before :P). But there are enough rooms now, most of the nobles are happy, we *should* have enough food and alcohol for the winter, our defenses are now mediocre instead of non-existent, and after producing about 100 coffins the fort is making progress on memorializing all its dead...

I'll post a short summary of what happened on my turn tomorrow.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **June 15, 2016, 03:45:22 am**

Quote from: kleanea on June 15, 2016, 12:57:11 am

I finished my turn! Here's the save: <http://dff.d.bay12games.com/file.php?id=12145> (<http://dff.d.bay12games.com/file.php?id=12145>).

Unfortunately I wasn't able to start the economy, because I didn't make enough goods (I didn't even realize there was a minimum you had to meet, since I've never had such an unproductive fortress before :P). But there are enough rooms now, most of the nobles are happy, we *should* have enough food and alcohol for the winter, our defenses are now mediocre instead of non-existent, and after producing about 100 coffins the fort is making progress on memorializing all its dead...

I'll post a short summary of what happened on my turn tomorrow.

I am wondering how long it will take for people to realize there are no ghosts in this version and the chasm makes a nice mass grave.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **June 15, 2016, 06:34:04 am**

Quote from: kleanea on June 15, 2016, 12:57:11 am

Unfortunately I wasn't able to start the economy, because I didn't make enough goods (I didn't even realize there was a minimum you had to meet, since I've never had such an unproductive fortress before :P).

All you need to start the Economy right now is the Bookkeeper (the Manager is already there), and in order to get the Bookkeeper you need 5000☼ of created wealth (which you probably have) as well as 5 stacks of **coins** (of any type - copper/silver/gold will be used for currency, while other metals will just be collector's items).

Do note that the Bookkeeper will *constantly* mandate production of new coins. Unless you want the fortress to experience rapid FPS death, **ignore these mandates** - there is no punishment for failing to complete them, aside from the Bookkeeper becoming mildly unhappy.

[edit]

Also, I see a floodgate near the entrance by some water channels, plus a lever that has yet to be built. Do **NOT** connect and trigger that lever, because it will *flood the entire fortress* (read the wiki article on 23a Floodgates (<http://dwarffortresswiki.org/index.php/23a:Floodgate>) if you don't understand how they work).

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **kleanea** on **June 15, 2016, 08:55:19 am**

Quote from: NCommander on June 15, 2016, 03:45:22 am

I am wondering how long it will take for people to realize there are no ghosts in this version and the chasm makes a nice mass grave.

I just like there being a visible representation of the absurd number of deaths we've had.

Quote from: Quietust on June 15, 2016, 06:34:04 am

All you need to start the Economy right now is the Bookkeeper (the Manager is already there), and in order to get the Bookkeeper you need 5000☼ of created wealth (which you probably have) as well as 5 stacks of **coins** (of any type - copper/silver/gold will be used for currency, while other metals will just be collector's items).

I minted 5 stacks of coins to try to get the bookkeeper, but the fortress only had ~3000☼ of created wealth during the last migrant wave.

Quote from: Quietust on June 15, 2016, 06:34:04 am

Also, I see a floodgate near the entrance by some water channels, plus a lever that has yet to be built. Do **NOT** connect and trigger that lever, because it will *flood the entire fortress* (read the wiki article on 23a Floodgates (<http://dwarffortresswiki.org/index.php/23a:Floodgate>) if you don't understand how they work).

In my defense, that floodgate was originally built behind a wall... then I mined out the wall because I am a genius.
EDIT: Just channeling the space directly under the floodgate should make it safe, right?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **June 15, 2016, 06:51:31 pm**

Quote from: kleanea on June 15, 2016, 08:55:19 am

EDIT: Just channeling the space directly under the floodgate should make it safe, right?

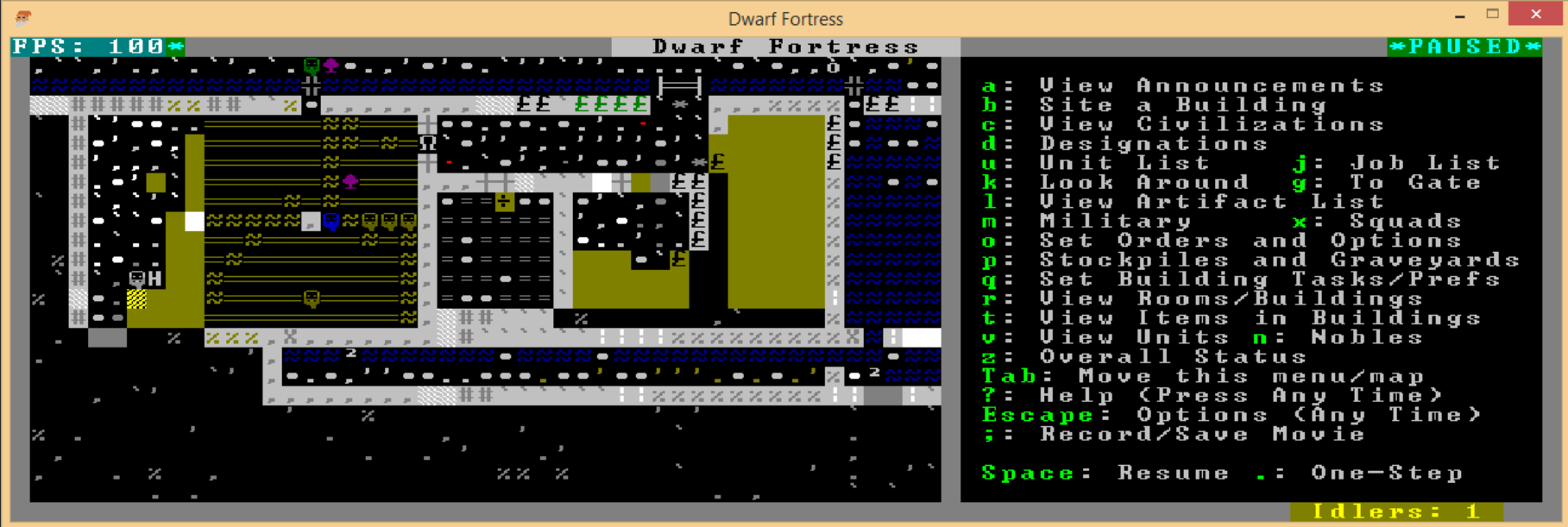
I assume you mean setting it up like this, in which case it should probably be okay:
Code: [Select]

```
###
_X_
'-'
...
```

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **kleanea** on **June 15, 2016, 11:43:18 pm**



In a rare display of mercy, the unicorns only beat poor Ducim ***mostly*** to death.



I expanded the farming area, and put some stockpiles nearby for more efficiency. The fortress hovered near starvation/soberness for much of my first two seasons of play. The horse herd was culled significantly to deal with this (I killed mostly males though so there shouldn't be much long term population damage).



I completely redid everyone's skills, redid every profession name, and shortened a few nicknames (Though really, I should have just set it so nicknames replace the entire name. I forgot you could do this until just now). This finally fixed the food and alcohol shortage problems, as the fort now has 17 dedicated farming(fields) dwarves, and a dedicated brewer. There aren't any more issues with untrained masons and carpenters turning out poor quality goods, either. Also, every dwarf with military skills was put in the military and activated. Whoever takes over the fort will have to micromanage the planters' skills during winter (or just let them party for four months!)
Here's what the rest of the relevant sections of the unit list:
[Spoiler](#) (click to show/hide)

Dwarf Fortress

FPS: 100

Dwarf Fortress

| | |
|--------------------------------|-------------------------|
| Cerol Zasittobul, serf | Store Item in Stockpile |
| Vabök Amidodök, serf | Store Item in Barrel |
| Mistêm Rigòthföker, serf | Store Item in Bin |
| Dastot Idengomath, smelter | Make copper Bars/R |
| Zon Zokunrigòth, smelter | Make coal Bars/R |
| Tun Lolokföker, smithy | Forge copper chain mail |
| Fikod Ducimrëith, jeweler | Sleep |
| Rakust Ledral, crafter | Eat |
| Atir Zonistbar, weaver | Collect Webs |
| Ast Deleräblel, serf | Store Item in Stockpile |
| Fath Oddombekom, serf | Drink |
| Thikut Urminrigòth, serf | Store Item in Stockpile |
| Tekkud Sterussibrek, serf | Store Item in Stockpile |
| Ral Kogannörul, planter | Plant Seeds |
| Edëm Amudtobul, fisher | On Break |
| Nomal Aläthatham, fish cleaner | Prepare a Raw Fish/R |
| Zuglar Gingrigòth, serf | Store Item in Bin |
| Tobul Istamurist, serf | Drink |
| Nomal Likotdodök, serf | Store Item in Stockpile |

v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Managr, r: Remv Cre

Dwarf Fortress

FPS: 100

Dwarf Fortress

| | |
|-----------------------------------|----------------------|
| Cerol Nâzommonuz, planter | On Break |
| Id Nomekkilrud, planter | Store Item in Barrel |
| Tun Äbirmebzuth, serf | Drink |
| Edward Tohr IV, Astiszon, planter | Plant Seeds |
| Kleannea, Savotatir, planter | Plant Seeds |
| Ast Tosidnâzom, planter | Plant Seeds |
| Monom Athelgesis, planter | Plant Seeds |
| Zon Lirukathel, planter | Sleep |
| Olon Äbanlerom, planter | Sleep |
| Kol Uristläven, planter | On Break |
| Athel Dodóklikot, brewer | Brew Drink/R |
| Olon ònuluâzom, planter | Drink |
| Kogan Äbirzon, planter | Plant Seeds |
| Iden Osoretur, planter | Plant Seeds |
| Kulet Râshkol, planter | Plant Seeds |
| Tobul Dîbeshèrith, planter | Plant Seeds |
| Iden Thohtmörul, planter | Plant Seeds |
| Limul Nomallisid, planter | Plant Seeds |
| Doren Duthnursibrek, mechanic | Construct Mechanisms |

v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Managr, r: Remv Cre

Dwarf Fortress

FPS: 100

Dwarf Fortress

| | |
|--|-------------------------|
| Melbil Lalturducim, serf | Store Item in Bin |
| Ingish Bistökbomrek, serf | Store Item in Stockpile |
| Datan Sosadrintar, Manager | Noble |
| Monuz Tobulsat, Broker | Noble |
| Erib Kuletke, Trade Minister | Noble |
| Rakust Idithfikod, Sheriff | Noble |
| Nil Millilum, House Ber | Noble |
| Insane Game III, Kilrudlimul, hammerd | orfnk |
| Mr Frog II, Sikelvabök, hammerdorf | Soldier |
| Vouhijunala II, Athamfikod, bowdorf | Soldier |
| King Murdoc II, èrithrâsh, bowdorf | Soldier |
| Ryukan III, Uodlolo, bowdorf | Soldier |
| Gwolski III, Mosusdelar, bowdorf | Drink |
| Pisskop III, Zonaban, bowdorf | Soldier |
| Zanzetkuken III, Mekoliden, axedorf | Soldier |
| Mihr III, Thalalducim, axedorf | Soldier |
| Onyx Discforge II, Melbiludib, axedorf | foldier |
| æzum Mekolkadol, axedorf | Soldier |
| Dolosus IV, Fikodber, axedorf | Soldier |

v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Managr, r: Remv Cre

Dwarf Fortress

FPS: 100

Dwarf Fortress


| | |
|----------------------------|-------------------------|
| Ducim Mörulbomrek, axedorf | Soldier |
| as Kelunril, axedorf | Soldier |
| Besmar Kolimsal, axedorf | Soldier |
| Ilral Avalkeskal, axedorf | Soldier |
| Mistêm Nogaban, axedorf | Soldier |
| Dumat Oburudib, sworddorf | Soldier |
| Iden Ingishnicat, serf | Store Item in Stockpile |
| Nil Athelidos, serf | Store Item in Stockpile |
| Urdim Äbirastesh, serf | Store Item in Stockpile |
| Edëm Giginmistêm, serf | Store Item in Stockpile |
| Zuglar Dorensashas, serf | Store Item in Stockpile |
| Ast Shigósdoren, serf | Store Item in Bag |
| Rigòth itdünilral, serf | Store Item in Bin |
| Etur Zonfotthor, serf | Store Item in Stockpile |
| Kadol Monomthikut, serf | Store Item in Barrel |
| Mosus Arzeskilrud, serf | Store Item in Bin |
| Ingish Tekkudaläth, serf | Store Item in Stockpile |
| Edëm Zokunlolor, serf | Store Item in Barrel |
| Ral Olondum, serf | Store Item in Stockpile |

v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Managr, r: Remv Cre

Dwarf Fortress

FPS: 89

Dwarf Fortress



a: View Announcements

b: Site a Building

c: View Civilizations

d: Designations

u: Unit List

k: Look Around

l: View Artifact List

m: Military

o: Set Orders and Options

p: Stockpiles and Graveyards

q: Set Building Tasks/Prefs

r: View Rooms/Buildings

t: View Items in Buildings

v: View Units

n: Nobles

z: Overall Status

Tab: Move this menu/map

?: Help

Escape: Options

~: Record/Save Movie

Space: Pause

Idlers: 3

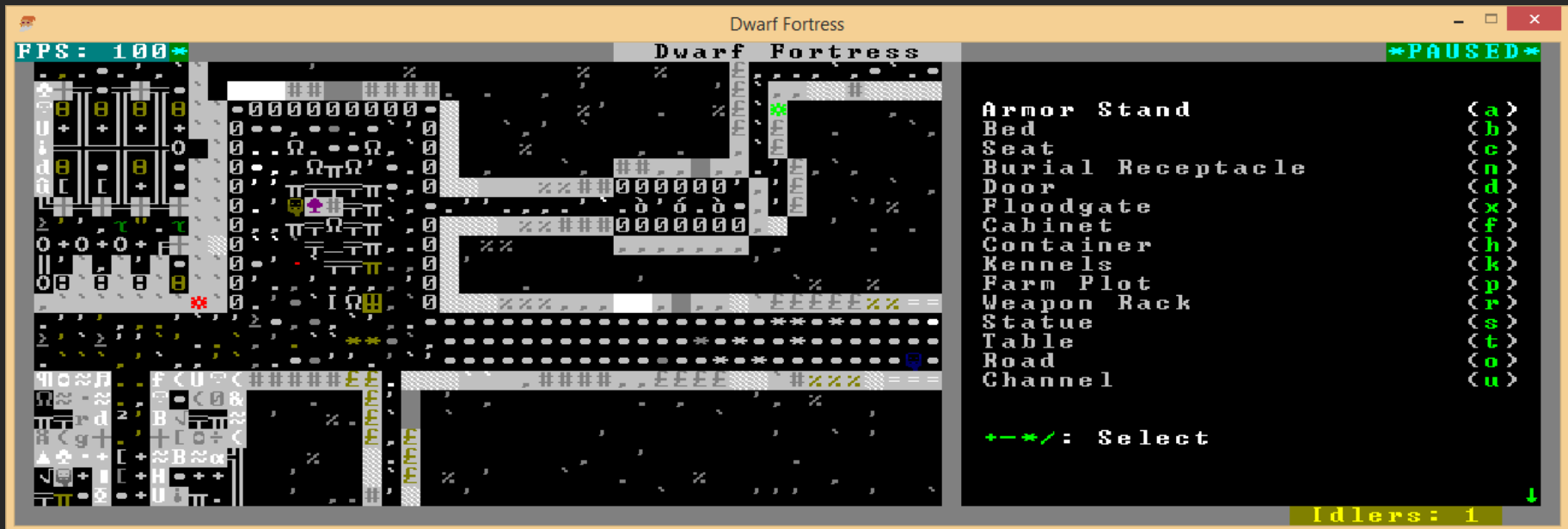
I made a jail, so the sheriff can dispense justice.



The dwarven caravan got attacked by unicorns and ran off the map. I traded a few falling apart garments for all of the elves' goods. The humans had a higher price in discarded clothes, but it was pretty easy to buy them out too.



I expanded the noble apartments area, and assigned rooms, so the nobles are mostly happy now.



I started running out of places to put coffins after the first several dozen.

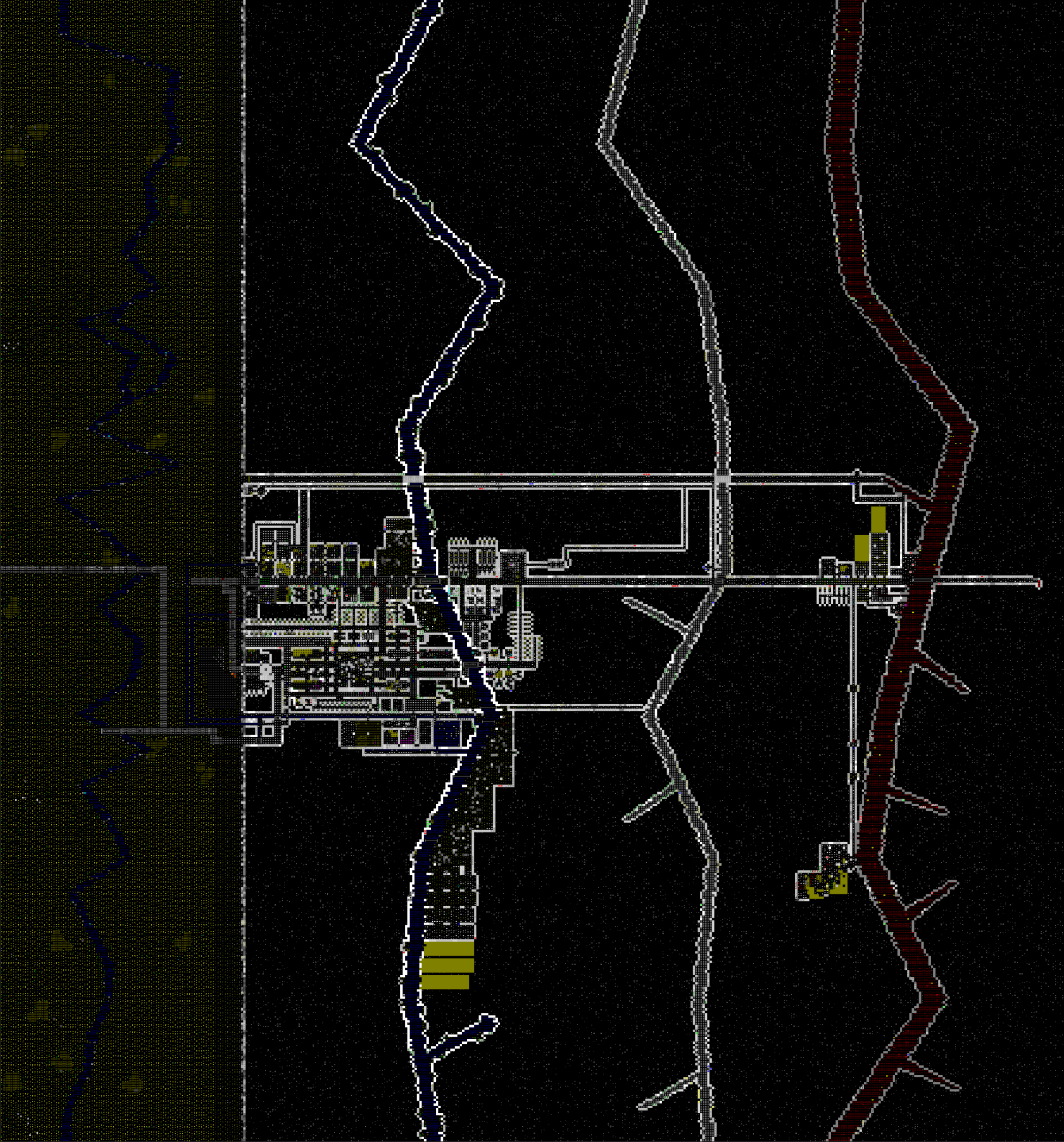


The new entrance. Pull up one or both draw bridges to force invaders through either the trap tunnel, or, if they can destroy buildings, the magma weapon. I was in the process of building a new road so merchants have a slightly shorter path. Ideally, the new road will be lined by channels so merchants don't get killed by unicorns.

I also slightly expanded the magma smelter/furnace area. On the whole, though, the fortress is still a giant disorganized mess.

Here's the full map: (direct link: <http://i.imgur.com/g5iyRgL.png> (<http://i.imgur.com/g5iyRgL.png>))

Spoiler (click to show/hide)



Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **June 16, 2016, 04:39:48 pm**

Could you drain the outer moat? That is for containing magma from the magma weapon.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 16, 2016, 05:37:33 pm**

Oh hey, the turn is over. I leave for a couple days... and suddenly people actually start to do their turns!

Is this some sort of magical dream?

Anyways, sending a PM to Vuohijulama

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **kleanea** on **June 16, 2016, 10:48:14 pm**

Quote from: Gwolfski on June 16, 2016, 04:39:48 pm

Could you drain the outer moat? That is for containing magma from the magma weapon.

The outer moat is drainable (use the lever directly north of the first bridge into the fortress). Though the part of the moat that goes under that bridge isn't drainable. Shouldn't full channels and empty channels contain magma just as well? I'm not very familiar with magma mechanics in this version (I tend to stick to flooding the world with water... ::)).

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 16, 2016, 11:04:33 pm**

Quote from: kleanea on June 16, 2016, 10:48:14 pm

Quote from: Gwolfski on June 16, 2016, 04:39:48 pm

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The outer moat is drainable (use the lever directly north of the first bridge into the fortress). Though the part of the moat that goes under that bridge isn't drainable. Shouldn't full channels and empty channels contain magma just as well? I'm not very familiar with magma mechanics in this version (I tend to stick to flooding the world with water... ::)).

I'm pretty sure that in this version, magma is basically water that sets stuff on fire.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **June 17, 2016, 02:46:13 am**

You know, magma is *just* like water that wets stuff on fire. As much as a rock and a pile of ice. Tho it works similarly

Wtf did I just wright? Too early in the morning for me

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Vuohijumala** on **June 17, 2016, 04:09:15 am**

Alrighty, me again. This time I might make it. I'm going to have a busy weekend, but I should be able to start my turn after it.

So the version is 0.23.130.23a? I remember there was some talk of a user-made patch also.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **June 17, 2016, 07:26:51 am**

Quote from: Vuohijumala on June 17, 2016, 04:09:15 am

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So the version is 0.23.130.23a? I remember there was some talk of a user-made patch also.

Precisely so. The link to the patch can be found at the bottom of the OP.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **kleanea** on **June 17, 2016, 08:44:12 am**

Quote from: DolosusDoleus on June 17, 2016, 07:26:51 am

Quote from: Vuohijumala on June 17, 2016, 04:09:15 am

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So the version is 0.23.130.23a? I remember there was some talk of a user-made patch also.

Precisely so. The link to the patch can be found at the bottom of the OP.

I just realized I forgot about the patch. All that statue related misery could have been avoided.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Edward_Tohr** on **June 17, 2016, 01:15:09 pm**

Quote from: kleanea on June 15, 2016, 08:55:19 am

Quote from: NCommander on June 15, 2016, 03:45:22 am

I am wondering how long it will take for people to realize there are no ghosts in this version and the chasm makes a nice mass grave.

I just like there being a visible representation of the absurd number of deaths we've had.

That, and I needed *something* to be in-progress at the end of my turn, and "enough coffins for everyone" seemed like a good idea. :P

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Vuohijumala** on **June 21, 2016, 03:41:29 pm**

Hello there, and sorry, nothing much to report yet. Haven't had much time, but I've installed everything and checked that the save works. Also tried to get a clue of what's going on at the fort. Still not quite sure what I should do and what not, but whatever. I'm going to get going through this properly tomorrow.

And yeah, this is also my first time ever with the 2D version. I've heard that mining candy should be avoided and.. that's practically all I know about earlier versions. I guess this is going to be interesting! The controls sure are a bit wonkier in this one..

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **June 21, 2016, 05:29:24 pm**

Quote from: Vuohijumala on June 21, 2016, 03:41:29 pm

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Just a couple other things to keep in mind:

Floodgates work along the principle of "when open, start pumping liquids onto the ground until closed." This means that it can be very easy to accidentally flood everything with magma. The dwarven economy might hit during your turn. This means that everything becomes infinitely more confusing. I highly suggest reading this if the economy hits (http://dwarffortresswiki.org/index.php/23a:Dwarven_economy). Hostile creatures might pop out of the cave river, chasm, or magma river.

Good luck!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **June 22, 2016, 09:24:51 pm**

Quote from: Vuohijumala on June 21, 2016, 03:41:29 pm

And yeah, this is also my first time ever with the 2D version. I've heard that mining candy should be avoided and.. that's practically all I know about earlier versions. I guess this is going to be interesting! The controls sure are a bit wonkier in this one..

Don't forget about cave-ins - if you mine out a 7x7 area, it will eventually collapse.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Vuohijumala** on **June 24, 2016, 07:32:11 am**

Thanks for the advices! We're almost halfway done here. I'll propably do this in two updates, the first one should be ready in the near-future. I've already taken a bit too many screenshots, but I'm going to try not using them too much. It takes a load of time to edit and upload them..

So far we've had a small cave-in (I tried to prevent it), a mood and skirmishes against the unicorns.. and we uncovered this weird cyan metal. No worries, I didn't mine it. We've also minted quite many coins already, so I guess something interesting is bound to happen.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **June 24, 2016, 08:25:30 am**

Quote from: Vuohijumala on June 24, 2016, 07:32:11 am

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Uncovering the vein was not good, though I should have probably posted a warning that it was not a good idea to uncover it at all. The king will migrant come spring dressed as a peasant. Normally, what you can do to starve off the endgame is not go past the magma river, and wait. If you do get a king, you'll get a mandate to dig to the yellow line which brings you closer and closer to the candy.

Once you have the vein uncovered, we'll get a special mandate to make candy crafts which have a penalty of ten dwarfs executed every time its failed. Thus you either mine the candy, or the king has to have an unfortunate accident.

Alternatively, we can just patch out the "Too Deep" message, and go to town on the candy. The mechanics of candy crafting were somewhat different in 23a since its a completely different set of labors and skills I think.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **June 24, 2016, 09:36:54 am**

Dig a lovely 11x11 room for the king.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 24, 2016, 05:04:35 pm**

Quote from: NCommander on June 24, 2016, 08:25:30 am

Quote from: Vuohijumala on June 24, 2016, 07:32:11 am

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I'm all for patching out the "Too deep" message, if we find a way to do it. Otherwise We'll just have to kill the king.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **June 24, 2016, 05:09:18 pm**

there is a patch, saw it on the wiki

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **June 24, 2016, 05:42:53 pm**

Quote from: DolosusDoleus on June 24, 2016, 05:04:35 pm

I'm all for patching out the "Too deep" message, if we find a way to do it. Otherwise We'll just have to kill the king.

I'm partial to regicide or having to deal with the 10 dwarf kill rate, myself. Latter would most certainly lead to some very fun situations.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Vuohijumala** on **June 25, 2016, 02:26:24 pm**

Lost in Boarpaints - Random rambling of Vuohijumala put on paper, vol. I

1st - 7th of Limestone

I don't get it. They want me to be the overseer? I know nothing about running this place! There's propably something fishy about this.. The reason I came here in the first place was because I was promised a sheriff's vacancy. But they drafted me into the military instead! At least I'm the boss in my squad.. I guess I have to get on with it. Someone said we need to create more stuff, so we can trade it for other stuff. Fine, let's try creating some crafts. Some of the nobles also came to me and said we need coins, because they're real handy and fancy doing trade with. I check the forges and they're all busy doing barrels out of copper.

Out of copper. What the hell? Aren't they heavy as ****? Maybe there's a reason, which I just fail to understand. I shout at our smiths to mint some coins when they have the time.

Now what else? There's loads of hematite in the cavern walls.
Spoiler: Along with other stones (click to show/hide)



Miners are doing busy work and they've already dug up quite much. Some random fellow comes to me and points out that this hole seriously needs supports, or else it might collapse. Yeah! Exactly what I was thinking too! Everyone, build some supports now!

I order about everything possible made. Trousers, mechanisms, barrels etc. At least I'll leave an impression of efficiency.

A child passed out for some reason. He seems to have a broken wrist. Why, I have no idea!

I cannot fathom why we sleep in such cramped quarters. As I'm the overseer now, I might as well improve my quality of living a bit at least and order a new room made.

Spoiler: How opulent! (click to show/hide)



Right, now that kid with wrist problems is throwing a tantrum at our gate. Apparently he has also lost his mother.

Spoiler: He's not that happy (click to show/hide)

FPS: 99

Unib Tunseng, "Unib Doorrung", Child

Unib Tunseng has been miserable lately. He was forced to endure the decay of a mother. He admired a fine Burial Receptacle lately. He sustained minor injuries recently. He has complained of thirst lately. He admired own fine Door lately. He enjoyed throwing something recently. He has lost a mother to tragedy recently. He has witnessed death.

Unib Tunseng likes Flint, copper, pearl, the color fern green, battle axes, high boots and cows for their haunting moos. When possible, he prefers to consume cave fish. He absolutely detests toads.

He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

Quite sad. Well - wait what was that? Something rumbled a bit. That's unsettling..

8th-21st of Limestone

The river floods! The mad kid throws a tantrum again! And actually nothing happens.. except that there's a sudden, huge rumbling as a cavern section collapses! It was the one that was just recently mined. Why hasn't anyone built those supports yet?! Thankfully no-one was under it..

Spoiler: I did my best! (click to show/hide)

FPS: 99D*

Dwarf Fortress

PAUSED



- a: View Announcements
- b: Site a Building
- c: View Civilizations
- d: Designations
- u: Unit List j: Job List
- k: Look Around g: To Gate
- l: View Artifact List
- m: Military x: Squads
- o: Set Orders and Options
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- v: View Units n: Nobles
- z: Overall Status
- Tab: Move this menu/map
- ?: Help (Press Any Time)
- Escape: Options (Any Time)
- ;;: Record/Save Movie
- Space: Resume .: One-Step

A section of the cavern has collapsed!

A caravan arrives! Now, where was our trade depot again and what did we have for trade..

Apparently the caravan people wanted to witness the beautiful sight of unicorns and went south straight at them. One of their guards ran into their midst and is swinging her axe furiously at the creatures.. and the monohorns flee!

And then one of them has it enough and gives Tekkud a lesson. One of our Tekkuds also comes also at the scene, then decides to run away.

Spoiler: Fools! They are demonic killers, not horses! (click to show/hide)



22nd of Limestone - 24th of Sandstone
A KOBOLD THIEF!
Spoiler: Right there! (click to show/hide)



He gets seen and runs straight towards the caravan.
Spoiler: He didn't make it (click to show/hide)



Then another one pops out of thin air! He runs into the fort, but stumbles into Ruykan. He kills the filthbag with three shots. Well done! Clearly I've taught you well.
Spoiler: He's also not alive anymore (click to show/hide)



Apparently the caravan didn't bring anything useful. Except food. Well, I guess we'll never have too much food. Old, nearly rotten clothing and some other stuff are thrown at them and they gladly accept.

We also have a pile of money literally littering the floor.
Spoiler: Maybe we don't know how to use them? (click to show/hide)



Weren't these things supposed to be valuable? Yet they've been dumped to the ground at some random place. Why did we mint them in the first place? The nobles are furious. Not at this thing though, apparently one of our masons is going to prison for not filling up a mandate. Serves you right, slacker! Why didn't you cut those rubies in time!

Migrants! Seven new persons! Miner, mechanic, hunters, a carpenter, a peasant with no skills at anything.. I guess we should fit them in somewhere. The peasant seems to be fairly willing to learn something new after I ~~beat him with a crossbow~~ had a constructive conversation with him. We need more smelters, so he's going to try his luck with that.

1st-28th of Timber

New month, still no idea what I really should do. We have fair amounts of resources, but I guess we could try searching for more metals. That means it's time to dig, boys! We pass the eerie chasm and designate mining locations. There's at least sapphires here, along with some eerie looking holes in the ground..

An antman appears! ..somewhere. There's a rock on one of our traps. Maybe he's hiding under it?

And then we have found it! The metal of metals they say! The miners seem to be a bit anxious, though. They were already a bit reluctant to dig past the farthest chasms. The demon attack some years ago seems to have stirred up quite much superstition around here, so apparently no one wants to touch that cyan stuff...

[Spoiler: Location](#) (click to show/hide)



Sibrek Tekkuderar has claimed a craftsddwarfs workshop for a special project of her.

Nobles demand a ban on cage export. Pshaw. They really don't seem to have anything important to do. Sibrek also is helplessly looking around his workshop. I guess he needs something. Apparently there's no wood around in the stockpiles anymore. We'll have to fix that.

1st -25th of Moonstone

The very first day of winter starts with a ruckus. Blasted unicorns! Our trapper Tun was out filling his waterskin and got brutalised. I am very tempted to open certain floodgates, but some reason in me decides not to. At least Tun shot one of the bastards before passing out.. He seems to have lost an eye in the conflict with these disfigured horses.

Wait, now they are inside our perimeter! Tun follows them and is getting hurt again. Time to go for some hunting!

We arrive at the gates and the monohorns begin their flight. Fire at will! Oh, we already ran out of arrows.. Fetch some more!

Finally we get one of them. Sibrek starts doing his work. Back to normal business.

..and then Edëm is ambushed, again by unicorns! We're going to save him! Apparently he gets away without injuries, but we're still going to shower the creatures with arrows, just in case.

Spoiler: The short history of unnamed subsequent clashes with horses with horns (click to show/hide)



Sibrek finally finishes her work. She has created a jet mug. Spectacular!(!?)

Spoiler: It's nice, right? (click to show/hide)



26th of Moonstone - 9th of Opal

Almost two weeks without incidents, now Eshtën, one of our trappers is brutally murdered! I hear some dwarves admire unicorns, I think the only good unicorn is a dead unicorn. Squads, scramble! We're going to make them pay.

Spoiler: Death (click to show/hide)



..why does everyone have to go and loot our dead? The unicorns are still there you fools!

Spoiler: DON'T GO OUT THERE (click to show/hide)



And then a fisher is killed! These creatures are on a rampage! Some of them have been given names by us already!
[Spoiler: Slaughter](#) (click to show/hide)



Our squads come to aid, but the bastards still manage to slaughter one of our peasants. That's it. NO ONE GOES OUT ANYMORE.
[Spoiler: Misery](#) (click to show/hide)



So, how's it going out there with the unicorns? You've killed a few? Great! Sorry, I might have fallen asleep just for a moment.
[Spoiler: We just kind of hanged around here while you did all the work](#) (click to show/hide)



We're letting everyone go out again. We station our squads to shield everyone gathering bodies.

We're running low on drinks! Why is only one of our stills in use?! Double the production, double the booze!

Nothing is happening anymore. Which is great, actually. Finally we have things going fairly smoothly around here and the monohorns haven't caused trouble now. More mineral mining is ordered.

THEN AN INJURED GIANT TOAD APPEARS and SCARES A FISHER! ..then it passes out. The closest person with an axe shall go and finish it off.
Spoiler: Such a climactic end (click to show/hide)



28th of Obsidian

Spring arrives! There were no migrants this winter, but I believe we can expect them to arrive next spring. I guess we could also build more traps around here. There was also something else in my mind, but I can't remember what. Well, whatever. I'm halfway through my overseership. I shall go and get a drink.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Vuohijumala** on **June 25, 2016, 02:33:27 pm**

So yeah, here's the first update! Sorry about that adamantine thing, didn't know just revealing it leads to something.. I guess that's what you get when a 0.23-newbie comes into play. I'm also free to suggestions on what to do here from now on, haven't progressed too far ahead yet.
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I'm partial to regicide or having to deal with the 10 dwarf kill rate, myself. Latter would most certainly lead to some very fun situations.
I'd say dealing with a secret king who starts arbitrarily executing people would lead to fine stories at least!

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Well, its less "secret king that kills people" and more "king that goes nuts and sentences 10 miners to 100 hammerstrikes"

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Vuohijumala** on **June 26, 2016, 04:26:05 pm**

Quote from: DolosusDoleus on June 25, 2016, 07:55:14 pm
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I guess that would give us a legitimate reason to get rid of him! If he even appears. No sign of a king yet :/

We're in mid-summer now, so not much left. A couple of nobles appeared and capitalism is now a thing. It's been surprisingly peaceful. The unicorns have claimed only one dwarf. Probably going to finish this tomorrow.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **June 26, 2016, 11:16:36 pm**

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Here's the full list of patches in DFhack-23a, including one to disable "Too Deep": <https://github.com/quietust/dfhack-23a/tree/master/patches>

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **June 27, 2016, 10:06:46 am**

Quote from: NCommander on June 26, 2016, 11:16:36 pm
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Here's the full list of patches in DFhack-23a, including one to disable "Too Deep": <https://github.com/quietust/dfhack-23a/tree/master/patches>

I'm actually gonna leave it up to you guys to decide whether or not we wanna disable the "too deep" message or not. Setting up a poll for it now.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **June 27, 2016, 10:19:09 am**

Voting for, though I'll note there's an absurd amount of candy on 23a maps. i.e., enough to put the entire fortress population in plate mail.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolfski** on **June 27, 2016, 10:46:59 am**

However, in this version, there isnt a 100% drop chance.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **June 27, 2016, 04:02:41 pm**

Quote from: Gwolfski on June 27, 2016, 10:46:59 am

However, in this version, there isnt a 100% drop chance.

It's dependent on the skill of the miner. Legendary miners will always produce a boulder.

As a note, do we have a dungeon master yet for taming exotics? (I'm guessing we'll need to mint more coins)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolususDoleus** on **June 29, 2016, 04:10:25 am**

A note: I'm leaving for vacation today, so don't expect me to be as on top of forum things as I normally am (as little as that is anyway). Try not to burn everything to the ground during my absence :P.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Vuohijumala** on **June 29, 2016, 05:30:58 am**

Quote from: NCommander on June 27, 2016, 04:02:41 pm

Quote from: Gwolfski on June 27, 2016, 10:46:59 am

However, in this version, there isnt a 100% drop chance.

As a note, do we have a dungeon master yet for taming exotics? (I'm guessing we'll need to mint more coins)

Not yet. I've minted quite a lot of coins now, so I guess it won't take too long.

Btw, the turn is done! Sorry for the delay, sudden busyness occurred. I'll write a report soonish. Not much happened during the latter two months actually. One failed mood, one other unicorn-related death. That's about it really. And of course, we have the economy now. I might as well post the save here already: <http://dff.d.bay12games.com/file.php?id=12200>

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **June 29, 2016, 12:53:46 pm**

I wonder if we have cheap low rent rooms for our dwarfs to live in.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolfski** on **June 29, 2016, 01:25:45 pm**

I wonder if we have rooms for dwarves to rent.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Vuohijumala** on **June 29, 2016, 03:57:36 pm**

Oh, we have lots of different kinds of rooms, ranging from 1-square prison cells to "luxurious" 4-square rooms. And everyone seems to be bathing in money atm for some reason.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Vuohijumala** on **June 30, 2016, 05:49:46 pm**

Lost in Boarpaints, vol. II - Confusions and monetary mayhem - Vuohijumala ramblings continued

1st - 15th of Granite

Oh look at all these sweet puppies! How adorable! There's an other pack as well! There's quite a lot of them running around actually.

Spoiler: Them dogses (click to show/hide)



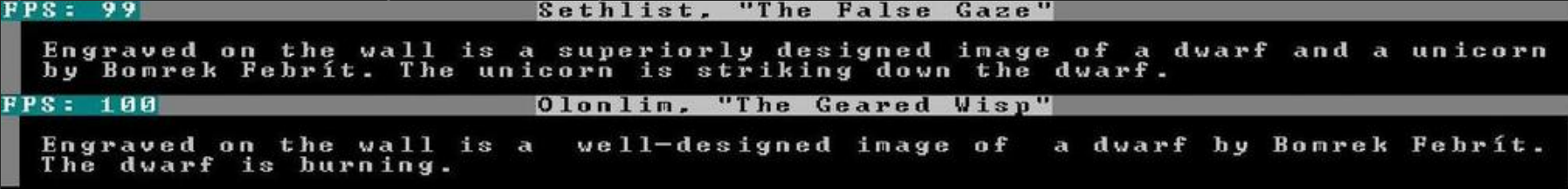
Sibrekk drops the jet mug. Why? What? Why is it a thing everyone's muttering about now?

Spoiler: He dropped it (click to show/hide)



Bomrek, our engraver has made some art.. which is certainly not something that looks like it would boost any morale.

Spoiler: Is death all we can see? (click to show/hide)



King Murdok and Gwolfski seem to have finished off quite a few horned buggers out there. Good job!

Spoiler: Dead ponies (click to show/hide)



16th of Granite - 17th of Slate

Elves! They arrive with.. two pack animals. I really wouldn't call that a caravan.. and bugger, it's those darn kobolds again! The first manages to escape, but runs into Onyx keeping a lonely watch at the bridge. The second one is ripped to shreds in a narrow corridor by an army of dogs and puppies..

Spoiler: Kobold chunks. (click to show/hide)



I have to admit. We do have a bit too many dogs going around.
Spoiler: The corridor is flooded (click to show/hide)



I don't want to slaughter any puppies! Maybe we'll just finish off a few female dogs.. Oh, we apparently seem to have caged some goblin thieves also. They shall rot in their cages for all eternity.

What do you mean I haven't ordered any farm plots be built? Do I specifically need to order you all to do that? You're saying we don't have a growing food supply at the moment? Oh Armok.. Go! Make farms!

The elves leave. Whatever. They're really only good for trash disposal anyway.

18th of Slate - 8th of Felsite

Our smith Tun is taken by a mood! Hopefully he's going to craft something useful. He's a smith and all.

Oh my, we've got a proper migrant wave!
Spoiler: Purple, the color we all love (click to show/hide)



There's one who claims to be a mayor, thus the new headperson here. Didn't see you build this place.. She's also put up a royal guard, and they are seeking recruits. I wonder if I'm eligible..

Oh, and then there's this one fellow who keeps making notes of all our stocks and is also acting like a big boss, demanding more coins to be minted before he's even made it to the fortress. And of course, they both demand separate offices and dining rooms and such.. I guess we'll have to carve something for these buggers too.

Then there's a large bunch (16!) of random people. One of them knows how to smith, at least a bit. He was the only useful one it seems.

While I try to show the newcomers what our fortress is all about, our nobles come to me and say we are now supposed to start using the coins we've minted. What for, I ask? To buy stuff.. made by us? To pay a rent? What the ****? Why should I pay you for living in the room I've dug for myself?? Well, technically it was Nil who dug it but let's not sway away from the point. This is an outrage! Do you have any legitimate reasons on why we should do this? Tell me why we shouldn't just shower you fellas with bolts already?

Then they say something about work and motivation, and how a monetary system is essential to ensure no-one starts slacking around. They also say that I'm a truly valuable individual here at Boarpaints, as I'm putting my life in line for the defence of our fortress and the protection of our ways. I am? They also say that's a reason why I shall get a larger pay than a common, lazy worker, who can just sit inside the safety of our walls without sacrifice. Well, yeah, that sounds about correct! All these bums and loiterers should be thankful I'm around here! For some reason though, they won't let me in the royal guard.. They say they have already selected "appropriate" dwarves for the job, but they again state that my service is very special and important, and that no-one else would be that special and important at commanding our squad. Well, you've got that right there! I guess these nobles aren't such a bad bunch, eh? I knew I was special!

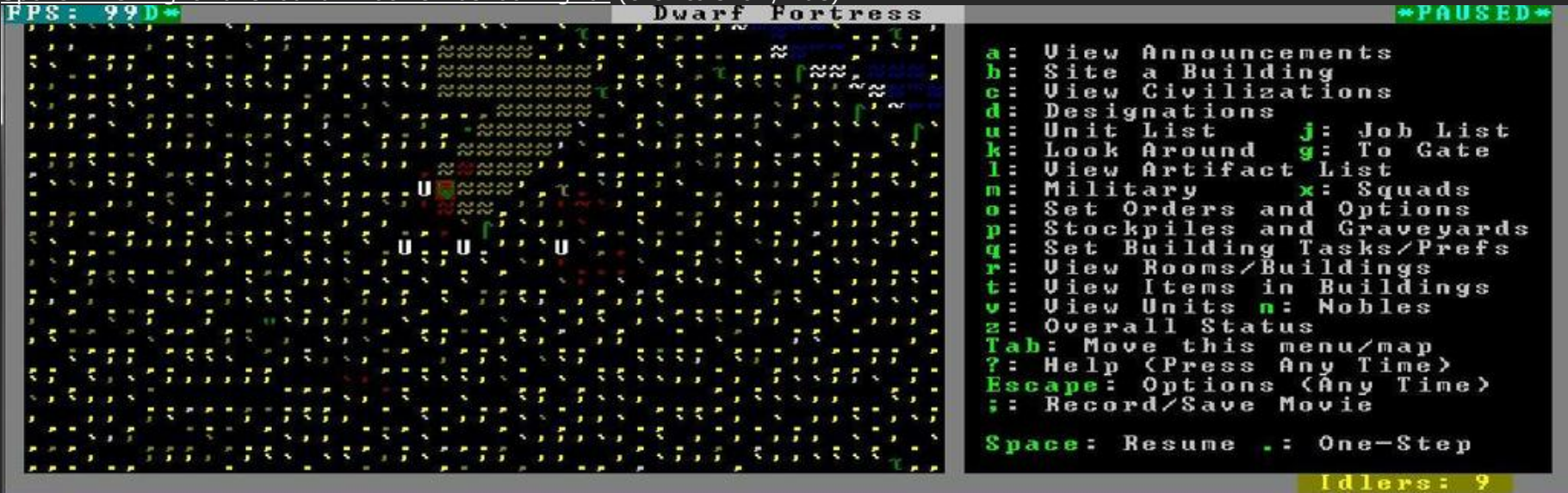
When we finally get some order here with the newcomers, we're sad to find out that Tun doesn't seem to find the items he wants. He

needs some rough gems, I'd like if he could tell me which gems.. There are some exposed clusters visible, let's try mining some of them.

9th of Felsite - 10th of Hematite

A trapper dies! He ventured a bit too far.

Spoiler: He might have found what he was looking for (click to show/hide)



Tun has disappeared from the forge. I guess he's found the item he needs.

Another still shall be built. We're again running low on booze!

Tun is again missing something! Apparently it's a gem again. I'm starting to fear the look in his eyes.. Maybe we should start searching deeper for gems that are not available at the moment.

While inspecting the walls, I suddenly stumbled upon this grand hall someone has built here! I don't remember ordering anything like this. It looks like it's made for a king!

Spoiler: How can one miss this? (click to show/hide)



"Indeed it does", says our Trade Minister who's suddenly appeared next to me. Apparently, the order came from the nobles. Hey, I'm the overseer here! What's this thing about ordering stuff done without consulting my authority?

"How's your account?", he asks.

"Uhh, why? Well, right now I don't have much money"

"Are you going to pay your rent? I understand you have a good quality room. It must not be very cheap.."

"Umm, no. It's not."

"Remember that we will have to take some measures if you fail to provide the payment in time.."

"Uhhuh."

Blast it! I hate these fellows again!

"Are we expecting someone?", I ask. The Trade Minister gives a short glare and leaves. I don't like this at all.

11th of Hematite - 10th of Malachite

Humans arrive, and they have a proper caravan!

A guild representative also comes to discuss about trade. I really don't know what we need, but I'll just name commodities at random.

We're getting quite desperate with Tun. We've mined many different kinds of gemstones, but none of them have appeased him. He doesn't react to anyone anymore. He's just staring at his anvil..

2 days later

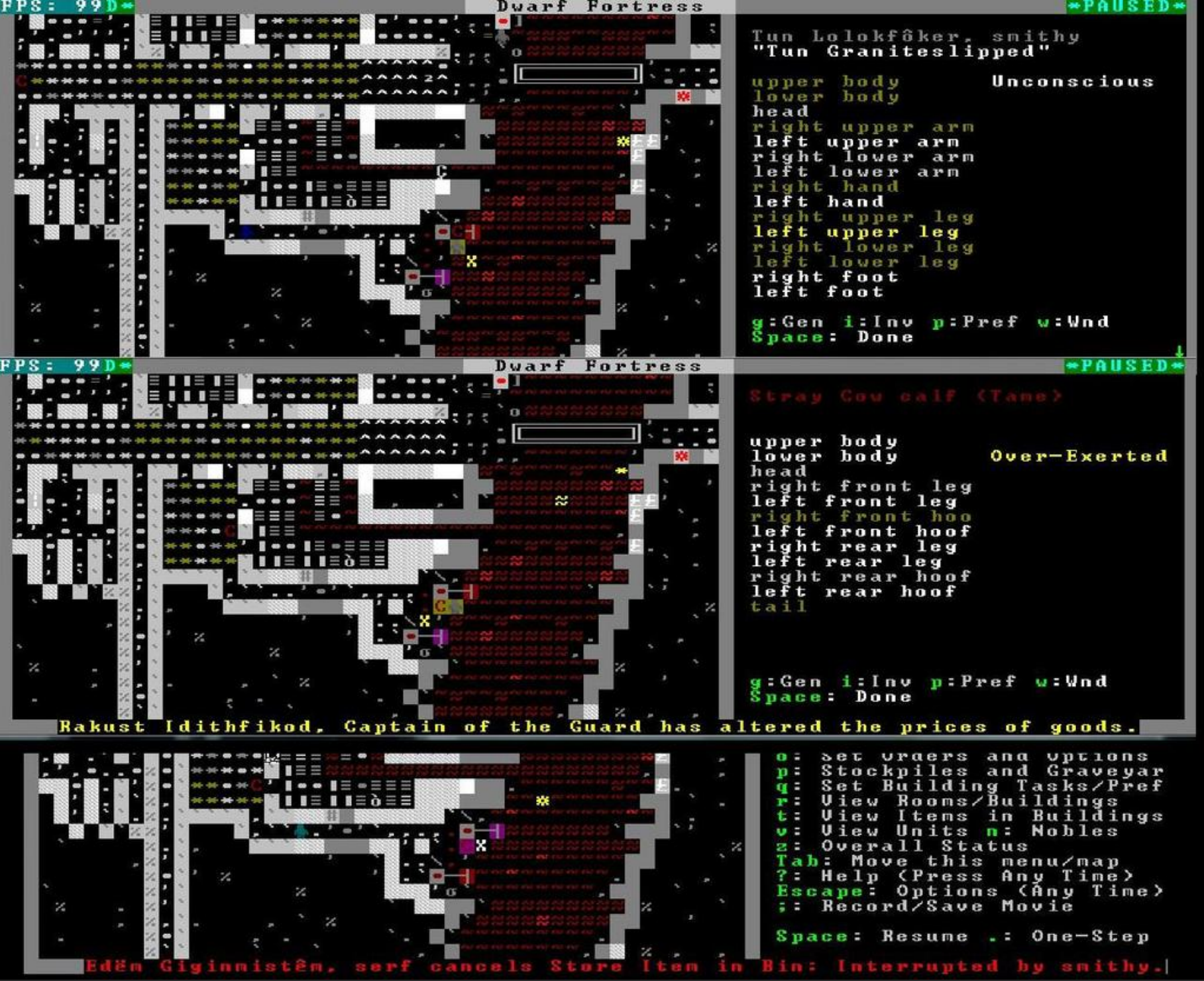
Right. Tun snapped. We couldn't get him the gem he desperately wanted, and he responded with throwing his cow pet into the magma. Guards! Come quick!

Spoiler: That wasn't nice at all! (click to show/hide)



The cow that went in flames also had offspring following her, and that calf gave Tun a lesson in exchange and kicked him unconscious. It keeps battering him.

Spoiler: The Onslaught of Bovinae Vengeance (click to show/hide)



The battle rages. The calf falls over from over-extertion. Tun awakens and passes out periodically. No clear winner is emerging yet. The fighting is so furious(?), that no-one dares to go near the two. This situation is not quite ideal, as Tun was practically the only dwarf here to have even some kind of skill in smithing.. We have that newcomer, but his skills are not that impressive..

Nil, the miner rushes in and ends the conflict with a well-aimed swing from his pick. Tun is really dead. This is truly horrifying..

Spoiler: Death scene (click to show/hide)



The caravan merchants announce that they'll be leaving soon. Right! Trading! How did I forget about it?! I must rush to the depot immediately..

At least the unicorns can be of some use to us.
Spoiler: The best kind of unicorn (click to show/hide)



We bought food and drinks. A few animals also. Sold random stuff. All's good.

11th of Malachite - 27th of Galena
Mistem is unhappy. She was just maimed and left to wither by the unicorns. We might as well ban hunting completely, as all wildlife here apparently has a horn.

Spoiler: Yeah, not a very good day (click to show/hide)



Rakust, crafter has a mood! Hopefully this won't end as bad as the previous one.

Rakust hauled three stones of marble into his workshop and began a construction! Well, that was easy!

Rakust created a marble crown worth of 9600*! I guess it looks nice. A marble crown. Hmm..

Spoiler: Suitable for a king? (click to show/hide)



Well, we were all a bit poor some time ago, but now we're quite much bathing in money! At first everyone seemed to go bankrupt, but now even the lowest classes have far more money than they have to pay for. I really don't understand this thing they call economy and how it works, but I guess it's nice. At the moment, at least.

Ral has given birth to a boy! Congratulations! There's no merrier place to grow up in as Boarpaints.

28th of Galena
I hear there's a tomb being built next to the great hall. To whom, I yet again wonder?
Spoiler: For me? (click to show/hide)



The word about the discovery of adamantine might have travelled quite far, I guess. Is.. our king coming? Are we really building a new mountainhome here? Nah! Just look at this place. I'd be surprised if the king would even make it alive through the fields roaming with unicorns.. There's some fuss going on. Ah, it's time to select a new overseer? Hey, I can volunteer continue as an overseer! Didn't I do good? You're not going to choose me? Why not?! Blast you all! ...

.....

Autumn is here!

Here's the save again: <http://dff.d.bay12games.com/file.php?id=12200>

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **June 30, 2016, 06:09:40 pm**

On gems: he either wanted cut gems, or rough gems if you lacked one or the other, or he wanted a specific gem he had a preference for. Material preferences were *drastically* dialed down after 23a to make mood failure a much rarer thing. In 23a, you'd be lucky to get a 50% success rate.

The dwarven economy usually starts smoothly. Wait until the tax collector comes and the evictions begins. The real problem with it is dwarfs suck with using coins, and a lack of supply and demand. Shops also are now buildable.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **June 30, 2016, 07:04:43 pm**

Quote from: Vuohijumala on June 30, 2016, 05:49:46 pm

Elves! They arrive with.. two pack animals.

Elves always brought exactly 2 pack animals back in 23a, just like Humans were the only ones that would bring wagons (and the Dwarven liaison only allowed you to request seeds, anvils, and picks) - it wasn't until later that Toady generalized the caravan logic and allowed Elves to bring more pack animals and Dwarves to bring wagons.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 01, 2016, 10:02:14 am**

Hey, nice job! I have to say, this ~~disaster~~ fortress is really coming along! I forsee much !!FUN!! in the future once the tax collector arrives...

And it seems like y'all don't want a disabled "too deep" message. I guess this means that the next guy gets to murderate the king!

Sending a PM to TheImmortalRyukan.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 01, 2016, 10:16:13 am**

It's a pity the king isn't draft-able (though maybe it can be done with DFhack-23a), else I'd say make him fight the unicorns. I must admit while I like we have a FTW device, it does mean the game gets kinda easy :/.

Anyway, he needs to die in a completely over-the-top insane way. At least he won't mandate beside the candy crafts one, and even then it should take awhile to get that to happen, so we have plenty of time to think of a way to get a royal dwarfite bar. Maybe pit him one on one against wild critters and see if you can grind him into a god.

The other option is to disable the hammerer in a way he can't execute fortress population or at least deprive him of his hammer, though that can go wrong for many other reasons.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **July 01, 2016, 10:19:20 am**

Lock the hammerer up, along with the other nobles. Problem solved.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **July 01, 2016, 10:19:38 am**

just magma-ize the unicorns, simple

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Vuohijumala** on **July 02, 2016, 10:53:07 am**

Quote from: Gwolfski on July 01, 2016, 10:19:20 am

Lock the hammerer up, along with the other nobles. Problem solved.

Well, it would give the nobles a taste of their of medicine.

And yeah, there were (and propably still are) many things in 0.23 I wasn't aware of. But doing the turn was quite fun, even though it was a bit uneventful. I'll probably volunteer for a second turn at some point. I'm also tempted to start my own 0.23 fortress. These early versions seem to have quite a lot of cool things and interesting mechanics which were removed afterwards.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 03, 2016, 12:11:54 am**

The downside to 23a is that "bored now", at least in my case, became a serious issue over time. Make sure you use one of the bugfixed EXEs, and I recommend a military or traps before going past the cave river. The chasm can be rather deadly

Also note that a migrant will come with an anvil the first summer. That tripped me up the first time I played 23a.

You might also want to dig out 40d, which still has a good number of the original 23a mechanics, but adds biomes and 3D, but still had the economy and immigrant nobles (with the exception that the manager/bookkeeper could be appointed).

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 03, 2016, 07:32:00 am**

Quote from: NCommander on July 03, 2016, 12:11:54 am

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You might also want to dig out 40d, which still has a good number of the original 23a mechanics, but adds biomes and 3D, but still had the economy and immigrant nobles (with the exception that the manager/bookkeeper could be appointed).

I do admit, 40d might have been a better choice for a community fort. If I end up making Throwback Fortress 2, it'll be in 40d.

Anyways, TheImmortalRyukan hasn't responded, so the save is being passed on to snow dwarf.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **July 03, 2016, 09:15:07 am**

I'm Here!!! So what kind of !!FUN!! have you had when I wasn't here?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **July 04, 2016, 03:31:26 am**

Sorry guys, this week will be a lot of studying for me and dwarf fortress isn't helping with learning Chinese (Yep, live in China). Can't play this week.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **July 04, 2016, 06:18:10 pm**

Quote from: snow dwarf on July 04, 2016, 03:31:26 am

The first thing is to deal with getting quarters situated immediately.

Holdings:

Modest Office

Decent Quarters

Decent Dining Room

1 Chest

1 Cabinet

1 Weapon Rack

1 Armor Stand

Needs: Office

Needs: Quarters

Needs: Dining Room

Needs: 1 Chest

Needs: 1 Cabinet

Needs: 1 Weapon Rack

Needs: 1 Armor Stand



That will allow me to properly manage fortress affairs. I've also had the representative's quarters to House Ber engraved as well.

Looking at our metal stocks, we have a whole lot of tin ore, and not much else. For a fortress of over 100 dwarfs, our entire metal operation is small and rather pathetic. If we're going to attract a dungeon master, we need **MORE COINS**.

If we truly intend to be a mountainhome however, we need the finest army known to dwarfkind. They need to be clad in the finest steel in existence. As such, We also need **MORE ARMOR, MORE WEAPONS** and **MORE METAL**

As such, I've had new areas along the magma river dug out for smelters.



As they dig, I also send a bunch of dwarfs out to go chop wood to be used in our steel industry.

FPS: 99

The Wealth of Dustiklogem

| | | |
|---------------------|------|-----------------|
| metal bars | 114 | Willow logs [3] |
| cut gems | 5 | |
| blocks | 49 | |
| ore | 490 | |
| rough gems | 8 | |
| stones | 2383 | |
| logs | 3 | |
| doors | 214 | |
| floodgates | 16 | |
| beds | 132 | |
| thrones | 33 | |
| chains | 16 | |
| flasks | 4 | |
| goblets | 4 | |
| musical instruments | 1 | |
| toys | 1 | |
| windows | None | |
| cages | 26 | |
| barrels | 148 | |

Tab: Mode

z: Zoom

v: View

m: Melt

c: Chasm

Of course, to build le grande armies, we need a way to feed them. We need the most noble of the dwarven foodstuffs. The rare and **LEGENDARY DWARVEN CHEESE**.

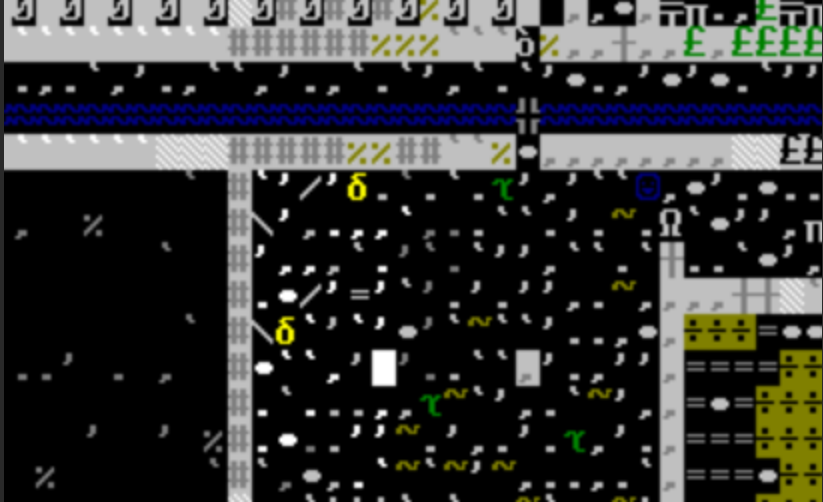
We have a few trappers to catch the maggots we need, and a kennels is ordered to support them.

Make wooden shield

Make wooden Animal Trap

1/1

15/15



I look forward to our cheesy future.

OOC: Yes, my entire plan is to make dwarf cheese, something that's only hard in 23a vs borderline impossible in later versions. Preferably from maggots and not dwarfite.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 05, 2016, 01:21:35 pm**

So I just tried to pull the FTW lever .. and I think a tree grew up to blow the magma flow ... I might be the end of this fortress already ...

EDIT: And I can't find a way to seal the place up

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Mr Frog** on **July 05, 2016, 01:24:54 pm**

It'd be great if you managed to ravage this fortress by *not* burning everything. It'd be a beautiful sort of balance.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 05, 2016, 01:52:52 pm**

Quote from: Mr Frog on July 05, 2016, 01:24:54 pm
It'd be great if you managed to ravage this fortress by *not* burning everything. It'd be a beautiful sort of balance.

Too late.

A spirit of fire appeared outside, and the fort is on fire ...

So many !!unicorns!! ...

EDIT: <http://mkv25.net/dfma/movie-2776-unicorns> - this time I remembered to record a video of the place burning down.

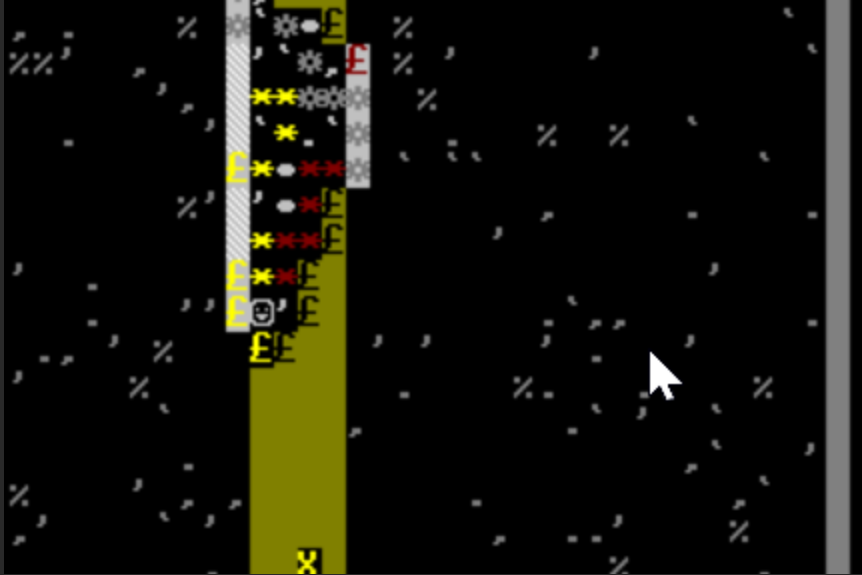
EDIT 2: I managed to lead our military to victory: <http://mkv25.net/dfma/movie-2777-militaryvsdemon>

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 05, 2016, 02:32:29 pm**

Overseers Log - Dustiklogem
Captain of the Guard 'NCommander' Reporting
Mid-Autumn

| Nil Nillilum, House Ber | Noble |
|---|----------------------------|
| `Insane Game III' Kilrudlimul, hammerdorf | riring in Barracks |
| `Mr Frog II' Sikelvabôk, hammerdorf | Sparring in Barracks |
| `Uuohijumala II' Athamfikod, bowdorf | leadering at Archery Range |
| `King Murdoc II' èrithrâsh, bowdorf | Shooting at Archery Range |
| `Ryukan III' Uodlolok, bowdorf | Shooting at Archery Range |
| `Gwolfski III' Mosusdeler, bowdorf | Soldier |
| `Pisskop III' Zonaban, bowdorf | Shooting at Archery Range |
| `Mihr III' Thalalducim, axedorf | Soldier |
| `Dolosus IV' Fikodber, axedorf | Sparring in Barracks |
| Ducim Mörulbomrek, axedorf | Drink |
| Ås Kelumril, axedorf | Sparring in Barracks |
| Besmar Kolimsal, axedorf | Sparring in Barracks |
| Ilral Avalkeskal, axedorf | Drink |
| Mistêm Nogaban, axedorf | Soldier |
| `Onyx Discforge II' Melbiludib, axedorf | parring in Barracks |
| èzum Nekolkadol, axedorf | Sparring in Barracks |
| Kulet Asteshdolek, Swordsdwarf | Sparring in Barracks |
| Ral Olondum, serf | Fortress Guard |

With our military properly stood down, they are quickly training to become champions. My mining efforts already have uncovered a large vein of iron for us to smelt down into bars



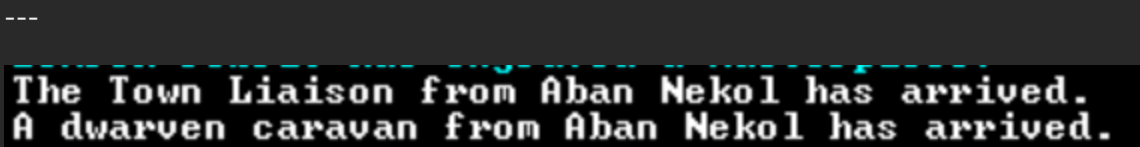
A review of our existing forges show they're incredibly cluttered and slowing down productivity. I have torn one down and replaced it with a glass furnace, with the hope of making some vials. I feel an urge to invoke an alchemist via the creation of soap ...



As constructions procedes, I've realized that even if I succeed in creating cheese, there is no place in the fortress to buy or sell anything! Without shops, our economy will collapse in upon itself and be rendered moot. As such, in the name of captialism, I here by designate the start of market square.



As I finish this first entry, we are starting work to capture those glorious maggots.



Inspired by our recent cheese efforts, the dwarfs come early to trade with us, managing to dodge the unicorn flock outside our main entrance. However, as they race in, I notice they're not alone.

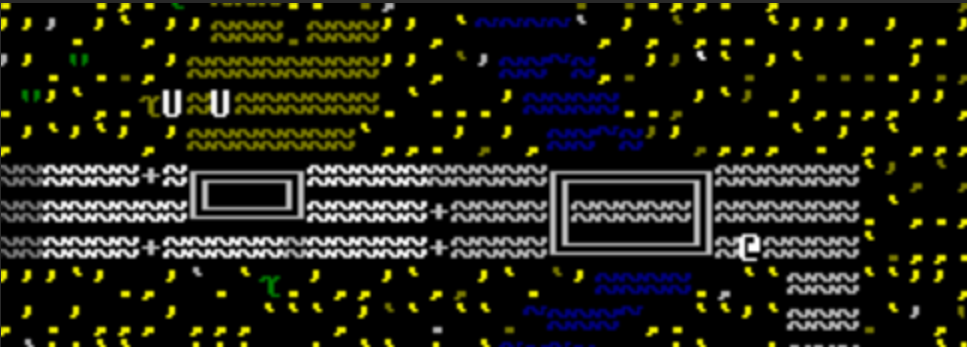
S: 99 The Goblins Are Upon Us!
A vile force of darkness has arrived!



HOW THE FUCK DO YOU SEAL THIS PLACE? WE NEED MAGMA! OUR MILITARY ISN'T WORTH SHIT YET!

As much as I appreciate nobles, I must say, this is not the time
S: 99 The Bookkeeper Kib Beresesh meets with Town Liaison Ilral Olonsashas
Ilral Olonsashas: I am your liaison from the Mountainhomes. Let's discuss your situation.

I told him to get, and he got, amazingly missing both the unicorns and goblins.



Fine, PULL ALL THE LEVERS

PS: 100 SIEGE Dwarf Fortress SIEGE PAUSED



Basalt Lever

Pull the Lever

a: Add new task

ager: Select

c: Cancel Current Task

p: Promote Current Task

r: Repeat

s: Suspend

P: Workshop Profile

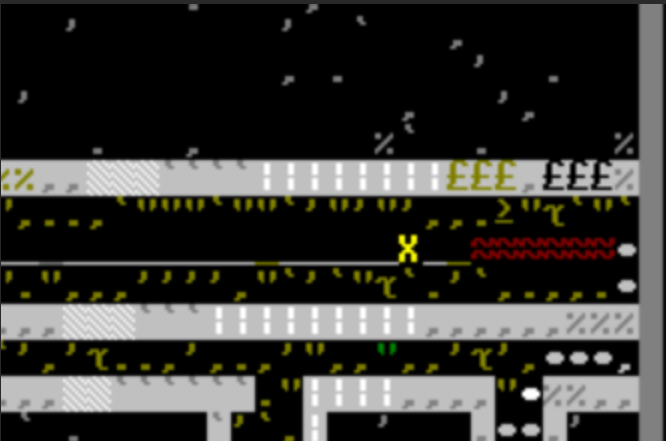
x: Remove Building

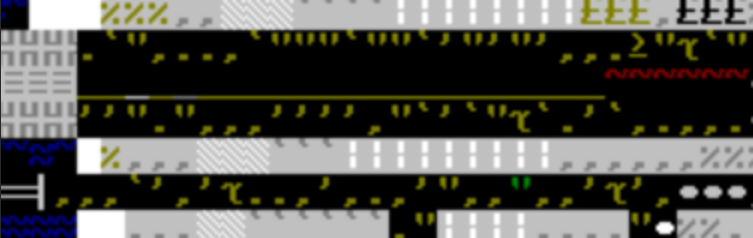
Space: Done

Idlers: 6

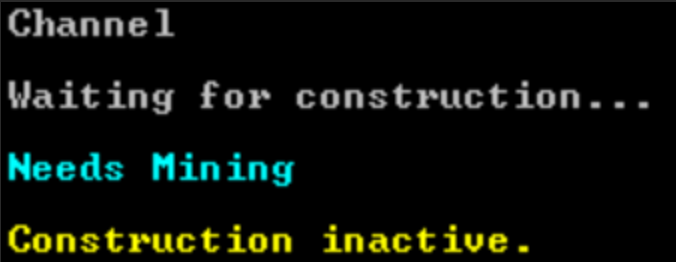
As we pulled the basalt lever, there was a huge cluck, and the sound of magma moving. If I could just figure out how to seal the entrance, or at least get dwarfs away from it, we could incarcerate those goblins.

However, before I got that far, I found the magma had stopped ...





What?



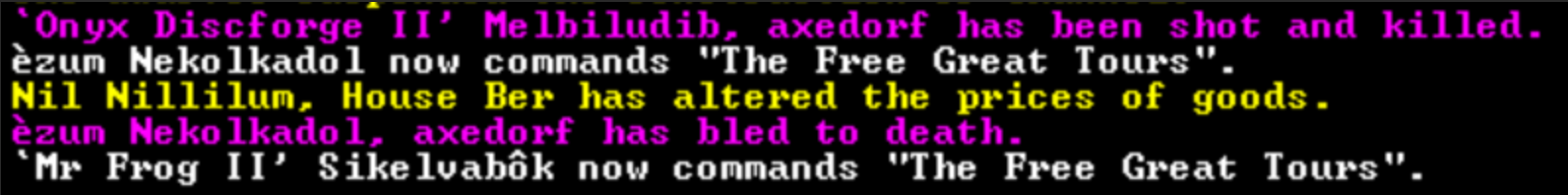
DAMINATION! A tree is blocking the channel. A miner has to go in to clear the way!

My lever pulling has made progress. Almost all the entrances are closed except the door to the trade depot. Closer examination of the bridge shows not only does it lack mechanisms, it doesn't even show up on the lever menu! With the goblins quickly approaching, I order the squads to station near the main entrance behind the depot.

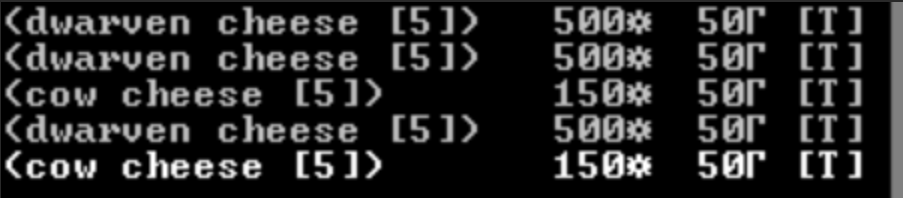
Some goblins fall into the outside channels and drown



A few military dwarfs were caught outside when I ordered everyone in. They were quickly fired for their stupidity, and their successors appointed!



Can't forget to trade for CHEESE!



Back to the battle.



Turns out the cavarn guards are more than a match for goblins. The day is saved. The smell is horrid!





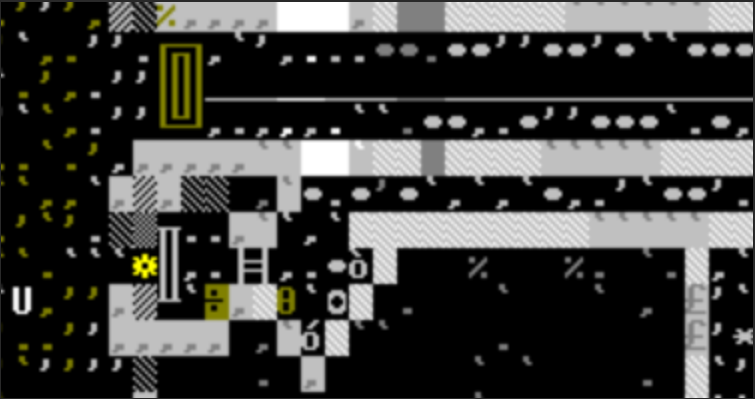
Now that's taken care of, I've decided to have a new bridge installed and doors placed so if we pull the lever, we won't melt the fortress. A new, clearly marked lever will control the new depot bridge, made out of platinum to show the world we got money and we're not afraid to flaunt it!



(the lever is directly to the right of the bridge)

Horrors! Demons in the deep!

What?



WHAT?



HOW CAN IT BE A HORROR IN DEEP IF ITS OUTSIDE? HOW DID IT GET OUTSIDE?

So, I learned that unicorns burn well when the meadow is on fire.



At least having !!unicorns!! solves one problem.



I can't help but wonder if the demon is looking for a map to candy mountain ...

I need to see if we can deploy the magma melter. After all, **you should always fight fire with fire**

Turned out it wasn't needed.

I've had a great mosaic installed in the dining room showing the roasting of the unicorns, and my brave efforts leading us to victory over it with our marksdwarfs!

The great unicorn roast: <http://mkv25.net/dfma/movie-2776-unicorns>
Leading our military to victory: <http://mkv25.net/dfma/movie-2777-militaryvsdemon>

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **pikachu17** on **July 05, 2016, 02:44:46 pm**

I would to be dwarfed as "Pikachu17" a swordsdwarf(haven't been reading too much of this, but it seems like you're mostly using marksdwarves. if there are no swordsdwarves, a marksdwarf will do). if Pikachu17 has a kid name it "Pichu18" then when it grows up, rename Pikachu18

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 05, 2016, 02:49:37 pm**

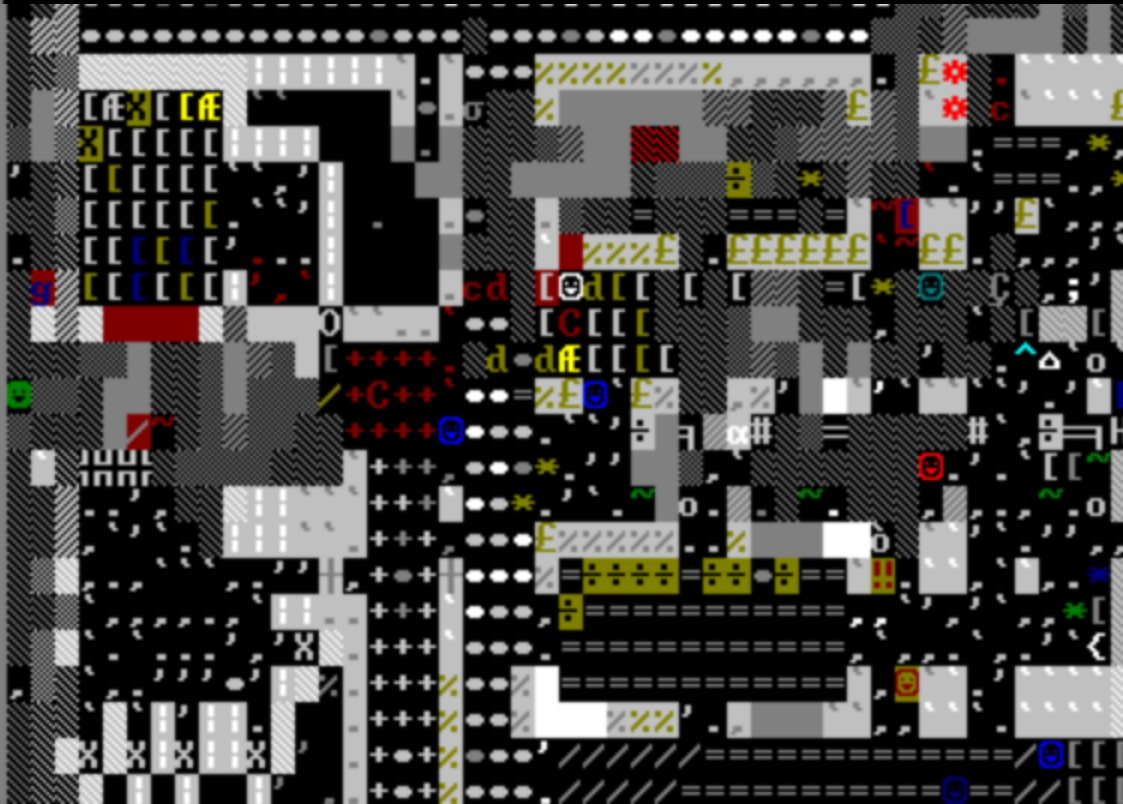
Quote from: pikachu17 on July 05, 2016, 02:44:46 pm
I would to be dwarfed as "Pikachu17" a swordsdwarf(haven't been reading too much of this, but it seems like you're mostly using marksdwarves. if there are no swordsdwarves, a marksdwarf will do). if Pikachu17 has a kid name it "Pichu18" then when it grows up, rename Pikachu18

So ... um

We only have 15 dwarfs left. I might have burnt the place down. Again.

!!xKadol Monomthîkut's corpsex!!
Graveyard Stockpile #19
Smoke
Mud/Dirt
A Spattering of Blood

Tun Athelraz, Trapper cancels Drink: Unconscious.
Erib Kuletke, Trade Minister has ended a mandate.
Melbil Lalturducim, serf cancels Store Item in Stockpile: Too injured.
live rat has gnawed its way out of confinement!
Melbil Lalturducim, serf has bled to death.
Mistêm Budamiden, Trapper is throwing a tantrum!
Nil Nillilum, House Ber has altered the prices of goods.
Zuglar Dorensashas, serf cancels Store Item in Stockpile: Too injured.
Mistêm Rigòthfôker, serf is more experienced.
Zuglar Dorensashas, serf has bled to death.
Kadol Monomthîkut, serf cancels Store Item in Stockpile: Too injured.
Kadol Monomthîkut, serf has bled to death.
Âblel Likotiden, serf is more experienced.
Mistêm Budamiden, Trapper has calmed down.
An animal has become a Stray Kitten.
Urdim âbirastesh, serf cancels Store Item in Stockpile: Too injured.
Urdim âbirastesh, serf has bled to death.
Uabôk âmiddodók, Trapper cancels Store Item in Stockpile: Too injured.
Uabôk âmiddodók, Trapper has bled to death.
Mebzuth Cerolamkol, serf cancels Drink: Resting injury.
Mebzuth Cerolamkol, serf has bled to death.



PS: 99Dustiklogem, "Boarpaints" 19th Timber, 1061, Late Autumn

Animals Kitchen Prices Justice

| | | | | | | | | | |
|------------------------|------|-------|-----|-----------------|---|------|-----------------|---|------|
| Created Wealth: | | | | Population: | | 15 | | | |
| You need a Bookkeeper. | | | | Miners | ☺ | 3 | Axedwarves | ☺ | 1 |
| | | | | Carpenters | ☺ | None | Axe Lords | ☺ | None |
| | | | | Masons | ☺ | None | Swordsdwarves | ☺ | None |
| Trade Information: | | | | Trappers | ☺ | 1 | Swordmasters | ☺ | None |
| | | | | Metalsmiths | ☺ | 1 | Macedwarves | ☺ | None |
| You need a broker. | | | | Jewelers | ☺ | None | Mace Lords | ☺ | None |
| | | | | Craftsdwarves | ☺ | None | Hammerdwarves | ☺ | None |
| | | | | Nobles | ☺ | 1 | Hammer Lords | ☺ | None |
| | | | | Peasants | ☺ | None | Speardwarves | ☺ | None |
| | | | | Children | ☺ | 2 | Spearmasters | ☺ | None |
| | | | | Fisherdwarves | ☺ | None | Marksdwarves | ☺ | None |
| Food Stores: 1024 | | | | Farmers | ☺ | 4 | Elite Mrksdwrs | ☺ | None |
| Meat | None | Seeds | 334 | Mechanics | ☺ | 1 | Wrestlers | ☺ | None |
| Fish | 2 | Drink | 121 | Trained Animals | A | 1 | Elite Wrestlers | ☺ | None |
| Plant | 522 | Other | 45 | Other Animals | A | 43 | Recruits | ☺ | 1 |

I'm waiting to see if I killed the fort before writing the full update.

Title: Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)
Post by: Dame de la Licorne on July 05, 2016, 02:54:49 pm

Quote from: NCommander on July 05, 2016, 02:49:37 pm

So ... um

We only have 15 dwarfs left. I might have burnt the place down. Again.

That *does* seem to be a thing with you. :P

-Dame de la Licorne

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 05, 2016, 03:10:33 pm**

So, dwarfs in 23a are really flammable.

NOTE: No magma was used in burning down the fort. As best I can happen, the spirit of fire lit one dwarf on fire, which lit another and well ... that's how you go from 110 dwarfs to 15 ...

http://mkv25.net/dfma/movie-2778-fortressdeath-part1
http://mkv25.net/dfma/movie-2779-fortressdeath-part2
http://mkv25.net/dfma/movie-2780-fortressdeath-part3

I think I just topped Breadbowl ...

EDIT: Watching the video playback, what happened was dwarfs started hauling !!fire!! items, and well, a chain reaction followed.

EDIT 2: Sorry for the long pauses; I was taking screenshots as the world burned down.

9 remain.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **July 05, 2016, 03:20:10 pm**

If it dies again, should we move on to .40d, the remainder of the old list appended to the new fort?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 05, 2016, 03:25:01 pm**

I'm for that. The death count stabilized. We're at 6. Three are on permanent bed rest, one is in prison, and I have two planters that are tantrum. I'll do a hard save here.

Winter just arrived. I've destroyed this place in three months (PERSONAL BEST!). I'm debating if I want to try and salvage it, or go for the candy and "too deep" this fort. I can write a pretty good finale for this and its pretty hard to top a 104 body count in a turn.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 05, 2016, 04:02:38 pm**

Overseers Log - Dustiklogem
Captain of the Guard 'NCommander' Reporting
Final Entry

The day is won. The fields are on fire, but Boarpaints lives. Looking ahead, we need to get our marksdwarfs resupplied. While we have some iron bolts, I rather make sure our stocks are overflowing.



As our supply of metal hasn't recovered yet, I'm looking at what we **do** have ...

```
turtle bones [6]
dwarf bones [276]
unicorn bones [9]
cave fish bones
```

Although morbid, I do wonder if we can make dwarf bone bolts. I also keep smelling smoke ...



Vabok Ingishusan, serf has died in the heat.
Tekkud Sterussibrek, serf cancels Store Item in Stockpile: Too injured.
Kogan âbirzon, planter has died in the heat.
Mosus Arzeskilrud, serf has died in the heat.
Etur Zonfotthor, serf has died in the heat.
‘Mihr III’ Thalalducim, axedorf has died in the heat.
‘Dolosus IV’ Fikodber, axedorf has died in the heat.
Cerol Zasittobul, Trapper has died in the heat.
Ast Delerâblel, serf cancels Make bone bolts: Needs bones.
Mistêm Nogaban, axedorf has died in the heat.
Ăs Kelumril, axedorf has died in the heat.
Atír Keskalnîles, Miner cancels Store Item in Stockpile: Too injured.
Atír Keskalnîles, Miner has died in the heat.
Ast Shigósdoren, serf cancels Store Item in Stockpile: Too injured.
Edëm Zokunlolor, serf has died in the heat.

Tun Athelraz, Trapper cancels Drink: Unconscious.
Erib Kuletker, Trade Minister has ended a mandate.
Melbil Lalturducim, serf cancels Store Item in Stockpile: Too injured.
live rat has gnawed its way out of confinement!
Melbil Lalturducim, serf has bled to death.
Mistêm Budamiden, Trapper is throwing a tantrum!
Nil Nillilum, House Ber has altered the prices of goods.
Zuglar Dorensashas, serf cancels Store Item in Stockpile: Too injured.
Mistêm Rigòthfôker, serf is more experienced.
Zuglar Dorensashas, serf has bled to death.
Kadol Monomthîkut, serf cancels Store Item in Stockpile: Too injured.
Kadol Monomthîkut, serf has bled to death.
Ăblel Likotiden, serf is more experienced.
Mistêm Budamiden, Trapper has calmed down.
An animal has become a Stray Kitten.
Urdim âbirastesh, serf cancels Store Item in Stockpile: Too injured.
Urdim âbirastesh, serf has bled to death.
Uabôk âmiddodók, Trapper cancels Store Item in Stockpile: Too injured.
Uabôk âmiddodók, Trapper has bled to death.
Mebzuth Cerolamkol, serf cancels Drink: Resting injury.
Mebzuth Cerolamkol, serf has bled to death.

Smoke nothing!, We're got an armok fucking inferno! The idiots keep trying to haul in corpses from outside, despite them being **ON FIRE**. The idiot dwarf melts, usually setting off another dwarf in the process! I'm hiding in my office, but any moment, one of those idiots are going to come charging in and-

The rest of the page is burnt black ...

The writing on the wall. This engraving refers to the great fortress fire of 1061 in Boarpaints. The dwarf is melting. The stone is melting. I am melting

| Animals | | Kitchen | Stocks | Prices | Justice | |
|------------------|--|---------|-----------------|--------|---------|------|
| Created Wealth: | | 300723* | Population: | | 87 | |
| Weapons: | | 405* | Miners | | ⓪ | 7 |
| Armor and Garb: | | 17248* | Carpenters | | ⓪ | 3 |
| Furniture: | | 59680* | Masons | | ⓪ | 10 |
| Other Objects: | | 99316* | Trappers | | ⓪ | 3 |
| Architecture: | | 66842* | Metalsmiths | | ⓪ | 3 |
| Displayed: | | 44327* | Jewelers | | ⓪ | 2 |
| Held/Worn: | | 12905* | Craftsdwarves | | ⓪ | 7 |
| Imported Wealth: | | 201496* | Nobles | | ⓪ | 7 |
| Exported Wealth: | | 2825* | Peasants | | ⓪ | 2 |
| Food Stores: | | 1064 | Children | | ⓪ | 5 |
| Meat | | None | Fisherdwarves | | ⓪ | 5 |
| Fish | | 4 | Farmers | | ⓪ | 15 |
| Plant | | 488 | Mechanics | | ⓪ | 4 |
| | | | Trained Animals | | A | 1 |
| | | | Other Animals | | A | 49 |
| | | | Axedwarves | | ⓪ | 3 |
| | | | Axe Lords | | ⓪ | None |
| | | | Swordsdwarves | | ⓪ | 1 |
| | | | Swordmasters | | ⓪ | None |
| | | | Macedwarves | | ⓪ | None |
| | | | Mace Lords | | ⓪ | None |
| | | | Hammerdwarves | | ⓪ | 2 |
| | | | Hammer Lords | | ⓪ | None |
| | | | Speardwarves | | ⓪ | None |
| | | | Spearmasters | | ⓪ | None |
| | | | Marksdwarves | | ⓪ | 5 |
| | | | Elite Mrksdwrvs | | ⓪ | None |
| | | | Wrestlers | | ⓪ | None |
| | | | Elite Wrestlers | | ⓪ | None |
| | | | Recruits | | ⓪ | 3 |

REC

Likot moruithatthil, mechanic cancels store item in Bin: 0
'Mr Frog II' Sikelvabôk, hammerdorf has died in the heat.
Besmar Kolimsal now commands "The Free Great Tours".
Kol Uristlâven, planter withdraws from society...

Bomrek Febrít, engraver has died in the heat.
The Stray dog <Tame> has died in the heat.
Olon ònuluâzom, planter has bled to death.
Dodók Idennökor, Mechanic cancels Store Item in Stockpile: Job item misplaced.
Datan Sosadrimtar, Manager has altered the prices of goods.
Ast Delerâblel, serf has died in the heat.
Nil Tatloshurist, chopper has died in the heat.
Tobul Istamurist, serf cancels Store Item in Stockpile: Resting injury.
Zuglar Iklistùshrir, Mason cancels Construct Building: Too injured.
The dwarves suspended the construction of platinum Bridge.
Tobul Istamurist, serf has died in the heat.
Zuglar Iklistùshrir, Mason has died in the heat.
Datan Sosadrimtar, Manager cancels Bring Item to Shop: Too injured.
Datan Sosadrimtar, Manager has died in the heat.
Sodel Leddolush, Mason has died in the heat.
Geshud Ulingral, Metalsmith cancels Store Item in Stockpile: Too injured.
Zuglar Gingrigòth, serf cancels Store Item in Stockpile: Job item misplaced.
Kol Uristlâven has claimed a Leather Works.
Geshud Ulingral, Metalsmith has bled to death.

Tosid Onolshalig, Mason has died in the heat.
Tun âbirmebzuth, serf cancels Store Item in Bin: Too injured.
Zuglar Gingrigòth, serf has bled to death.
Dodók Idennökor, Mechanic cancels Store Item in Stockpile: Too injured.
Dodók Idennökor, Mechanic has burned to death.
Tun âbirmebzuth, serf has bled to death.
Nil Aglikot, serf cancels Drink: Unconscious.
Stukos Delersumun, serf cancels Store Item in Stockpile: Job item misplaced.
Nil Aglikot, serf has died in the heat.
Nil Millilum, House Ber cancels Drink: Unconscious.
'Gwolski III' Mosusdeler, bowdorf has died in the heat.
'Pisskop III' Zonaban now commands "The Diamond Magics".
Zon Arònul, serf cancels Store Item in Stockpile: Job item misplaced.
Nil Millilum, House Ber has died in the heat.
Olon Abanlerom, planter cancels Bring Item to Shop: Too injured.
Olon Abanlerom, planter has bled to death.
Zon Arònul, serf cancels Store Item in Bin: Too injured.
Besmar Kolimsal, axedorf has died in the heat.
Ducim Mörulbomrek now commands "The Free Great Tours".
Rigòth Rigòthònul, Miner cancels Store Item in Bin: Too injured.

Likot Ilralfer, Axedwarf
"Likot Treatybeasts"

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

g:Gen i:Inv p:Pref w:Wnd
Space: Done

| | |
|---|---------------|
| Zan Keslikot, Mechanic | Store Item in |
| Bomrek èrithnîles, Mayor | Drink |
| Momuz Tobulsat, Broker | Noble |
| `NCommander' Idithfikod, Captain of the Guard | |
| `Insane Game III' Kilrudlimul, hammerdorf | dier |

Nil Athelidos, serf has bled to death.
Zan Keslikot, Mechanic cancels Store Item in Stockpile: Job item misplaced.
Uabôk Ralsterus, serf cancels Store Item in Stockpile: Job item misplaced.
`Pisskop III' Zonaban, bowdorf has died in the heat.
`Ryukan III' Uodlolok now commands "The Diamond Magics".
Iden Ingishnicat, serf cancels Store Item in Stockpile: Job item misplaced.
Rakust Ledral, crafter cancels Make bone bolts: Needs bones. x10
Nomal Likotdodók, serf cancels Drink: Unconscious.
Urist Zokunèrith, cat <Tame> has bled to death.
Nomal Likotdodók, serf has died in the heat.
`NCommander' Idithfikod, Captain of the Guard cancels Drink: Unconscious.
`Kleannea' Savotatír, planter cancels Drink: Resting injury.
`NCommander' Idithfikod, Captain of the Guard has died in the heat.
Iden Ingishnicat, serf cancels Store Item in Bag: Too injured.
Fikod Ducimrërith, jeweler has bled to death.
`Kleannea' Savotatír, planter has died in the heat.
Iden Ingishnicat, serf has bled to death.
The Stray Kitten <Tame> has bled to death.

This is a burned masterwork engraving. It relates to the great fortress fire of 1061. On it is an image of a deer leather vest. The vest is on fire.

Kol Uristlâven has begun a mysterious construction!
Oddom Lokumustir, Crafts dwarf cancels Store Item in Stockpile: Job item misplaced.
`Edward Tohr IV' Astiszon, planter cancels Drink: Unconscious.
`Edward Tohr IV' Astiszon, planter has bled to death.
Iden Tiristled, carpenter cancels Drink: Unconscious.
Iden Tiristled, carpenter has died in the heat.
Uabôk Ralsterus, serf cancels Store Item in Stockpile: Job item misplaced.
Oddom Lokumustir, Crafts dwarf cancels Store Item in Bag: Too injured.
Oddom Lokumustir, Crafts dwarf has bled to death.
Dodók Dodóketur, mason cancels Bring Item to Shop: Resting injury.
Oddom Akrullanlar, miner cancels Bring Item to Shop: Resting injury.
Dodók Dodóketur, mason has bled to death.
Oddom Akrullanlar, miner has bled to death.
Ilral Berud, miner cancels Bring Item to Shop: Resting injury.
Onol Identherleth, mason cancels Eat: Resting injury.
Onol Identherleth, mason has bled to death.
Ast Tosidnâzom, planter cancels Bring Item to Shop: Job item lost or destroyed.
Bomrek èrithnîles, Mayor has altered the prices of goods.

Kol Uristlâven, planter has created Kâkdalugzol, a deer leather vest!

PS: 99Dustiklogem, "Boarpaints"19th Timber, 1061, Late Autumn

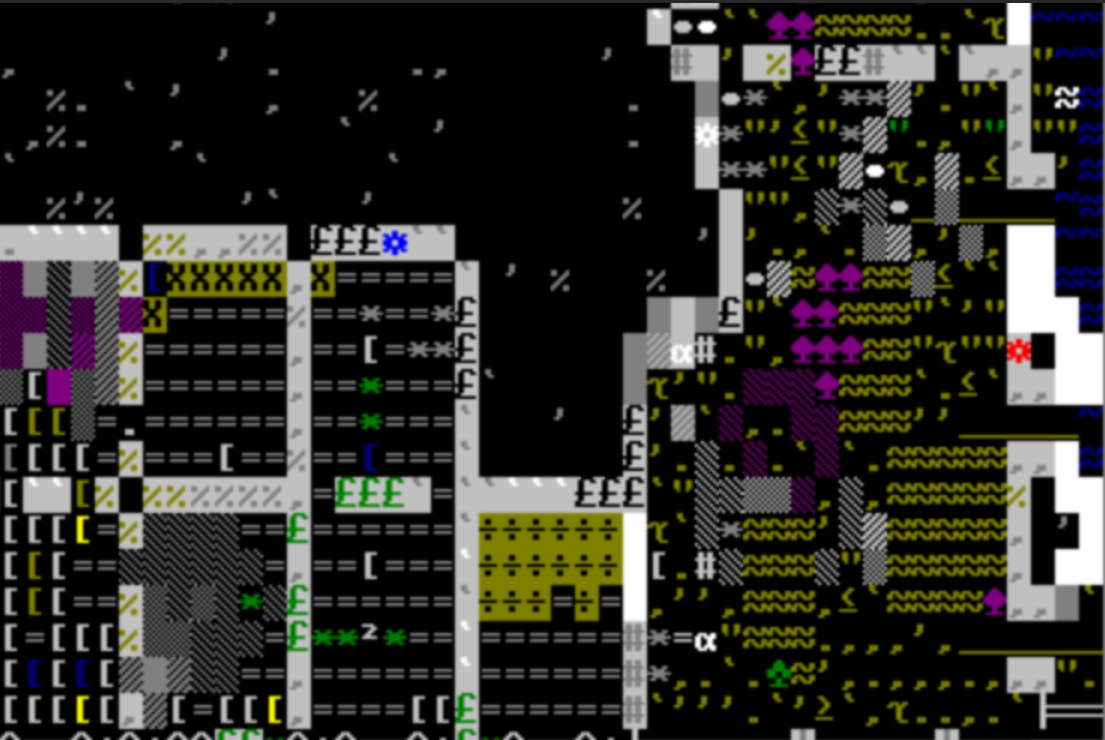
| Animals | Kitchen | Prices | Justice |
|------------------------------|---------|-----------------|---------|
| Created Wealth:Population:15 | | | |
| You need a Bookkeeper. | | Miners | 3 |
| | | Carpenters | None |
| | | Masons | None |
| Trade Information: | | Trappers | 1 |
| You need a broker. | | Metalsmiths | 1 |
| | | Jewelers | None |
| | | Craftsdwarves | None |
| | | Nobles | 1 |
| | | Peasants | None |
| | | Children | 2 |
| | | Fisherdwarves | None |
| Food Stores:1024 | | Farmers | 4 |
| Meat | None | Mechanics | 1 |
| Fish | 2 | Trained Animals | 1 |
| Plant | 522 | Other Animals | 43 |
| | | Axedwarves | 1 |
| | | Axe Lords | None |
| | | Swordsdwarves | None |
| | | Swordmasters | None |
| | | Macedwarves | None |
| | | Mace Lords | None |
| | | Hammerdwarves | None |
| | | Hammer Lords | None |
| | | Speardwarves | None |
| | | Spearmasters | None |
| | | Marksdwarves | None |
| | | Elite Mrksdwrvs | None |
| | | Wrestlers | None |
| | | Elite Wrestlers | None |
| | | Recruits | 1 |

RM

| | |
|-------------------------------|----------------|
| Abblel Likotiden, serf | Sleep |
| Ilral Berud, miner | Rest |
| Uabôk Ralsterus, serf | Sleep |
| Mistêm Budamiden, Trapper | No Job |
| Kol Uristlâven, planter | On Break |
| Iden Osoretur, planter | No Job |
| Ral Koganmörul, planter | Drink |
| Doren Duthnursibrek, mechanic | Rest |
| Bomrek èrithnîles, Mayor | Noble |
| Ducim Mörulbomrek, axedorf | Rest |
| Ral Olondum, serf | Fortress Guard |
| Unib Tunseng, Child | |

Mistêm Budamiden, Trapper is throwing a tantrum!
Zon Zokunrigòth, smelter has died in the heat.
Mistêm Budamiden, Trapper cancels Go Shopping: Throwing tantrum.
Ast Likotgasol, Stray cat <Tame> has bled to death.
Bomrek èrithnîles, Mayor cancels Bring Item to Shop: Job item lost or destroyed.
Mistêm Budamiden, Trapper cancels Go Shopping: Throwing tantrum.
Mistêm Budamiden, Trapper has calmed down.
Bomrek èrithnîles, Mayor cancels Bring Item to Shop: Job item lost or destroyed.
Mistêm Budamiden, Trapper is throwing a tantrum!
Mistêm Budamiden, Trapper cancels Go Shopping: Throwing tantrum.
Limul Nomallisid, cook cancels Drink: Unconscious.
Limul Nomallisid, cook has died in the heat.
Dastot Idengomath, smelter cancels Drink: Resting injury.
Dastot Idengomath, smelter has bled to death.
Bomrek èrithnîles, Mayor cancels Bring Item to Shop: Unconscious.
Mistêm Budamiden, Trapper has calmed down.
Bomrek èrithnîles, Mayor's mandate has ended.
Bomrek èrithnîles, Mayor has bled to death.
Ral Koganmörul, planter cancels Drink: Resting injury.

This is a burned masterwork engraving. It relates to the great fortress fire of 1061. On it is an image is picture of a miasma. The miasma is on fire. On it is an image of six dwarfs. Barrels of booze are exploding. The image relates to the survivors of the great fortress fire of 1061.



Ilral Berud, miner

Mistêm Budamiden, Trapper

Kol Uristlâven, planter

Iden Osoretur, planter

Doren Duthnursibrek, mechanic

Ducim Mörulbomrek, axedorf

Ral Olondum, serf

Unib Tunseng, Child

Man dog (Tape)

Rest

No Job

Pickup Equipment

Eat

Rest

Rest

No Job

Tape

FPS: 99

Dustiklogem, "Boarpaints"

1st Moonstone, 1061, Early Winter

Animals

Kitchen

Prices

Justice

Created Wealth:

Population: 8

You need a Bookkeeper.

Miners 1

Carpenters None

Masons None

Trappers 1

Metalsmiths None

Jewelers None

Craftsdwarves None

Nobles None

Peasants 1

Children 1

Fisherdwarves None

Farmers 2

Mechanics 1

Trained Animals A 1

Other Animals A 40

Trade Information:

You need a broker.

Axedwarves 1

Axe Lords None

Swordsdwarves None

Swordmasters None

Macedwarves None

Mace Lords None

Hammerdwarves None

Hammer Lords None

Speardwarves None

Spearmasters None

Marksdwarves None

Elite Mrksdwrs None

Wrestlers None

Elite Wrestlers None

Recruits None

Food Stores: 902

Meat None

Fish 1

Plant 523

Seeds 335

Drink 9

Other 34



!!fire!! + booze == bad

Here's the save after I burnt it down. I'm going for the candy. Prepare for the end. <http://dff.d.bay12games.com/file.php?id=12229>

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Witty** on **July 05, 2016, 05:21:25 pm**

This has been one of my favorite succession games to follow. Godspeed NCommander.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **July 05, 2016, 05:23:48 pm**

How in the blazes does flooding the fort with magma end up with a LOWER death toll than this?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **July 05, 2016, 06:45:34 pm**

Quote from: NCommander on July 05, 2016, 03:10:33 pm

So, dwarfs in 23a are really flammable.

I thought this was common knowledge, or at least to people who've read the saga of Boatmurdered.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 05, 2016, 07:44:35 pm**

Quote from: KingMurdoc on July 05, 2016, 05:23:48 pm

How in the blazes does flooding the fort with magma end up with a LOWER death toll than this?

^- that has to go into the quote bank.

Dwarfs won't path through magma and on fire dwarfs have no problem going through doors. On 23a, a dwarf on fire doesn't appear to take any damage directly. They just ignite, and until they melt/sublime they can path to whatever they want until they go *poof*. It can best be described as dwarven suicide bombers. Rewatching the video, as best I can tell, what started the chain reaction, as best I can tell, is someone who was on fire went for the booze. That lit the booze stockpile on fire.

Everyone who went for a drink at the same then got on fire. Anyone who was recovered either was lit on fire, or lit their rescuer on fire.

Quote from: Quietust on July 05, 2016, 06:45:34 pm

I thought this was common knowledge, or at least to people who've read the saga of Boatmurdered.

Boatmurdered was the same fort where Sankis stood in the magma river for a season without melting. When it comes to fire and 23a, its like quantum uncertainty. You can't tell if you have a !!dwarf!! for sure until you look and collapse the waveform.

I'll be playing later tonight. My plan is to go for the candy, and play until I get "Too Deeped" by digging out as much as I can so in six months, the fortress suffers an existence failure.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **July 05, 2016, 08:23:07 pm**

Quote from: NCommander on July 05, 2016, 07:44:35 pm

My plan is to go for the candy, and play until I get "Too Deeped" by digging out as much as I can so in six months, the fortress suffers an existence failure.

Remember, fortresses that have been "Too Deeped" **cannot be reclaimed**, so if that's what you're planning to do, then you will be the very *last* overseer this fortress will ever see. Anything after that would only be in Adventurer mode, trying to slay the demon.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 06, 2016, 09:48:50 am**

Oh dum de dum de dum, hey guys I've been off the grid for a couple of days and I just wanted to...

looks over thread

What.

The.

Fuck.

Uhhh, you know what, I'm just gonna wait a few minutes before I properly react to what you people managed to do in *48 motherfucking hours*.

You all make me so proud...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 06, 2016, 10:26:42 am**

Um, okay. Now that my thoughts are gathered, on to business.

Since it would appear that NCommander has throughly fucked the fort with a flaming unicorn horn, we should address the future of the fortress. That is, if the fort falls here, do y'all want to reclaim, or do you want to, with two weeks or so of wait, start !!THROWBACK FORTRESS 2: ELECTRIC BOOGALOO!!

The first choice means that NCommander, you won't get to mine any of that delicious candy, but the fort gets to go through another reclaim. Choice 2 means thatNCommander, or whoever is next, gets to end Boarpaints with a big, explosive bang.

Your choice again guys. I'm perfectly okay with either decision.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **July 06, 2016, 10:36:15 am**

Quote from: DolosusDoleus on July 06, 2016, 10:26:42 am

The first choice means that NCommander, you won't get to mine any of that delicious candy, but the fort gets to go through another reclaim. Choice 2 means thatNCommander, or whoever is next, gets to end Boarpaints with a big, explosive bang.

Can we really get anything bigger than this?

Also, I'd like the second or third turn if we restart. Any later and it might land in the middle of my summer finals.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **July 06, 2016, 10:38:29 am**

Quote from: Zanzetkuken The Great on July 06, 2016, 10:36:15 am

Quote from: DolosusDoleus on July 06, 2016, 10:26:42 am

The first choice means that NCommander, you won't get to mine any of that delicious candy, but the fort gets to go through another reclaim. Choice 2 means thatNCommander, or whoever is next, gets to end Boarpaints with a big, explosive bang.

Can we really get anything bigger than this?

Also, I'd like the second or third turn if we restart. Any later and it might land in the middle of my summer finals.

Well, if we do restart It might be a couple weeks, what with a couple of interesting mod ideas for the next fort. But I can definitely do that for ya.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **July 06, 2016, 11:25:32 am**

Idea: I could go for the candy, and whoever manages to kill the demon gets the first turn if the 40d fortress. I didn't get to play last night so the save is right after winter with the fortress still burning.

The worse part was all I was trying to do was make some cheese, and I wrecked thr place better than a magma flood.

Edit: I'm going to build dfhack-23a so I can mass forbid things. I think if I do that I can salvage it, but I'll wait awhile longer before making the candy/no candy decision

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Zanzetkuken The Great** on **July 06, 2016, 02:23:58 pm**

Quote from: NCommander on July 06, 2016, 11:25:32 am

Idea: I could go for the candy, and whoever manages to kill the demon gets the first turn if the 40d fortress. I didn't get to play last night so the save is right after winter with the fortress still burning.

The worse part was all I was trying to do was make some cheese, and I wrecked thr place better than a magma flood.

Edit: I'm going to build dfhack-23a so I can mass forbid things. I think if I do that I can salvage it, but I'll wait awhile longer before making the candy/no candy decision

You've already put up a version of the save for pre-candy. Might as well go for it. In the currently unlikely chance the fort is reclaimed, we'll just run with that one.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Vuohijumala** on **July 06, 2016, 04:44:53 pm**

Well, I'm certainly interested to see what d40 looks like, although I do feel Boarpaints still has tales to tell. Wouldn't mind continuing it. We didn't even get to see the king!

And yeah, I was going to write a comment regarding the autumn start, myself being unfamiliar with the economy, etc. ..but then suddenly we came to the point none of it would've mattered anymore :D

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **July 06, 2016, 06:01:11 pm**

NEVER GIVE UP

NEVER GIVE IN

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolfski** on **July 06, 2016, 06:09:28 pm**

Quote from: KingMurdoc on July 06, 2016, 06:01:11 pm

NEVER GIVE UP

NEVER GIVE IN

We shall reclaim until anything gets impossible.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **July 06, 2016, 07:07:19 pm**

Alright, given the poll I'm going to try and save it. I have a build of DFHack for 23a so I can forbid the part of the !!fort!!. If it crumbles, I'll pass the fort on

EDIT: My forbidding plan didn't work. Can't mass forbid. The fires are slowly burning out, though if there's an on fire artifact, we'll have to find a way to make dwarfs ignore it. I've got two usable dwarfs at the moment. I'm digging out a new entrance, and seeing if I can relocate FUCKUNICORNS controls to be somewhere less on fire.

EDIT: Fort population is now 1, a child.

EDIT 3: Our strength has been broken.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **July 06, 2016, 09:40:02 pm**

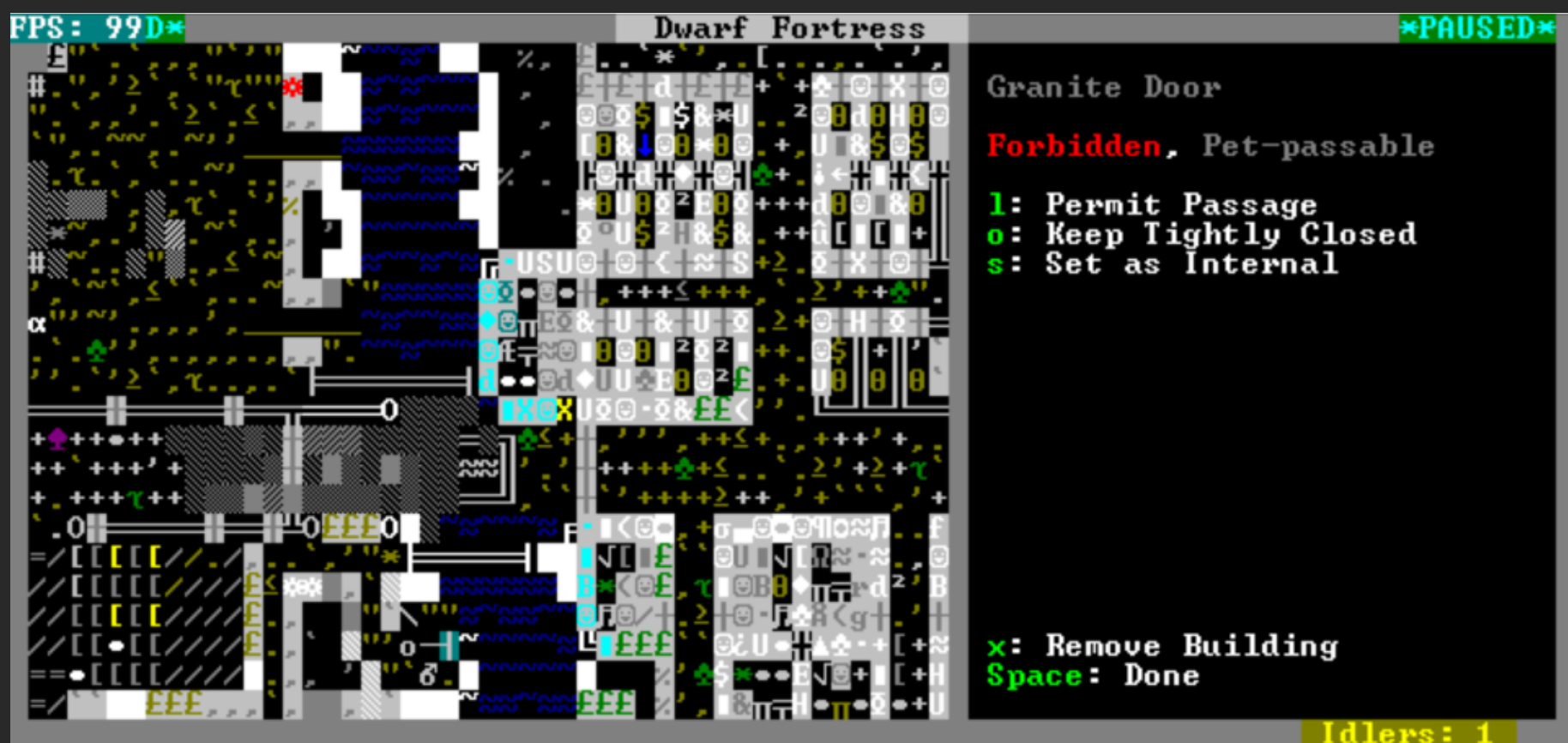
Kol Uristlaven - Emergency Leader
Overseers Log

Winter

8 Remain. Three of us can work. We're all that's left of the fortress.

| | | | |
|--------------|------|-------|------|
| Food Stores: | 894 | | |
| Meat | None | Seeds | 339 |
| Fish | 1 | Drink | None |
| Plant | 520 | Other | 34 |

There's no booze left, nor barrels we can access that aren't on fire.



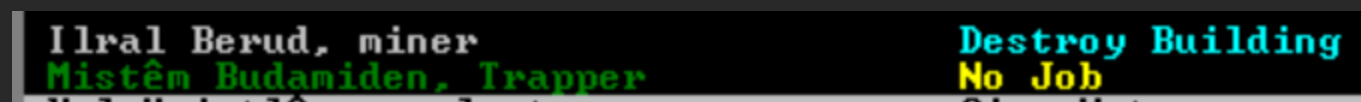
I've sequestered everyone beyond the cave river, and started gathering plants. It may keep us alive for now ...



I've decided to release Mistem from the prison, as we need all hands to help recover.



Unfortunately, she's too injured to work after the late captain enacted justice.



I've locked others in their rooms in an attempt to prevent well meaning dwarfs from pathing through the fire.



A thief was discovered. I can't say I care.

Thief! Protect the hoard from skulking filth!

He found out what a unicorn does to the brain.





Another thief actually made it in. May he burn and die.

Ilral Berud, Emergency Leader
"Ilral Earthenwills"

x(cave spider silk trousers)x, Lower body
x(cave spider silk dress)x, Upper body
x(jaguar leather robe)x, Upper body
x(cave spider silk cap)x, Head
x(cougar leather left glove)x, Left hand
x(cougar leather right glove)x, Right hand
x(large rat leather shoe)x, Left foot
x(large rat leather shoe)x, Right foot
(iron pick), Right hand
!!x(cave spider silk trouser)x!!, Hauled

Ilrad, who thought he was the leader combusted today. The fucking idiot decided to put on burning pants.

Ilral Berud, Emergency Leader
"Ilral Earthenwills"

x<cave spider silk trousers>x, Lower body
x<cave spider silk dress>x, Upper body
x<jaguar leather robe>x, Upper body
x<cave spider silk cap>x, Head
x<cougar leather left glove>x, Left hand
x<cougar leather right glove>x, Right hand
x<large rat leather shoe>x, Left foot
x<large rat leather shoe>x, Right foot
<iron pick>, Right hand
!!x<cave spider silk trousers>x!!, Hauled

He will not be missed.

6 remains.

Ilral Berud, Emergency Leader has bled to death.

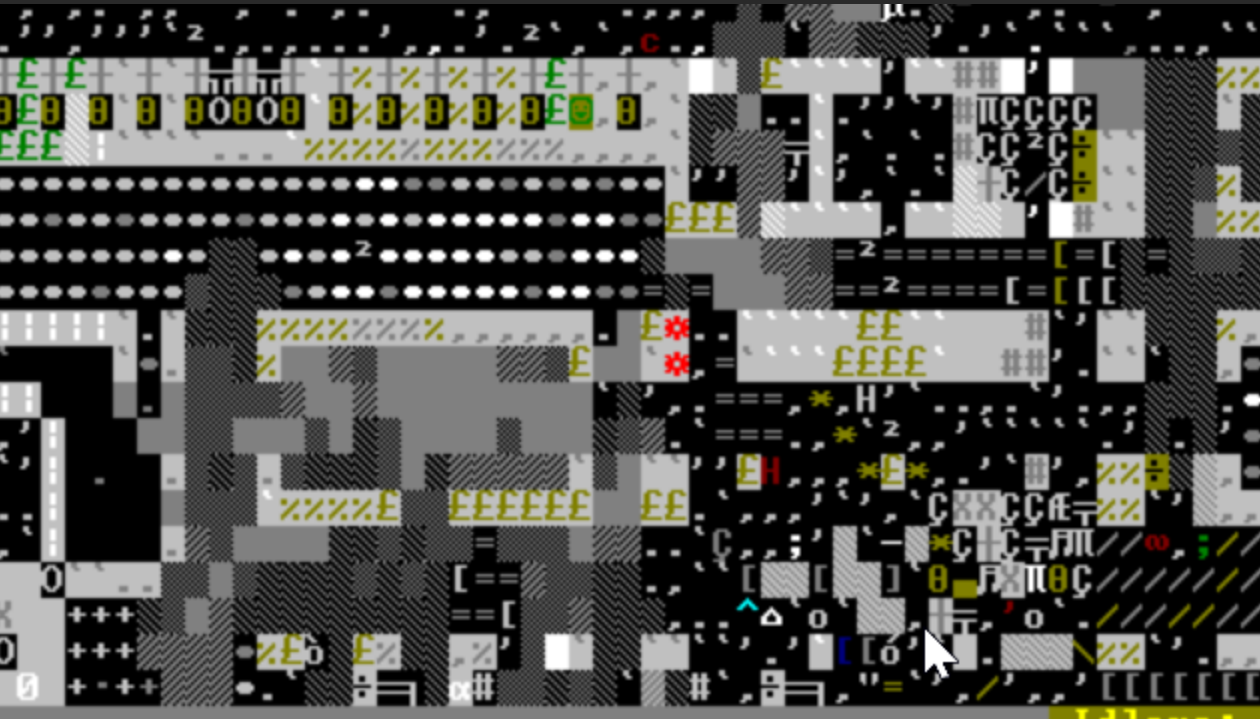
I've started work on digging out a new entrance, around the fires. I'm nearly through



Ral Olondum, serf has died from thirst.
Squad "The Violent Mountains" has been annihilated!

5 remain

The fires rage.



Ducin Mörulbonrek, axedorf has starved to death.
Squad "The Free Great Tours" has been annihilated!

4 remain

Kol Uristlâven becomes uneasy and drops Kâkdalugzol.

I dropped my artifact in the tunnels. I feel my sins on my back. We are all to die.

Mistêm Budamiden, Trapper has died from thirst.

Spring has arrived!

I feel dry ...

She needs alcohol to get through the working day and is starting to work slowly due to its scarcity. She does not mind being outdoors, at least for a time.

Even in so much water ...

The cave river is overflowing.

Help us ...

An elven caravan from yiceinevi has arrived.

help ...

FPS: 100

The Goblins Are Upon Us!

A vile force of darkness has arrived!

I see a sock. I must have the sock. The sock is on fire. I'm not allowed to take the burning sock. I will mill around outside. I will ignore the salvation lever.

FPS: 99D* SIEGE

Dwarf Fortress

SIEGE *PAUSED*



Basalt Lever

Pull the Lever

a: Add new task Key DDKey D

c: Cancel Current Task

p: Promote Current Task

r: Repeat s: Suspend

x: Remove Building

Space: Done

Idlers: 2



Iden Osoretur now commands "The Dust

2 Remain

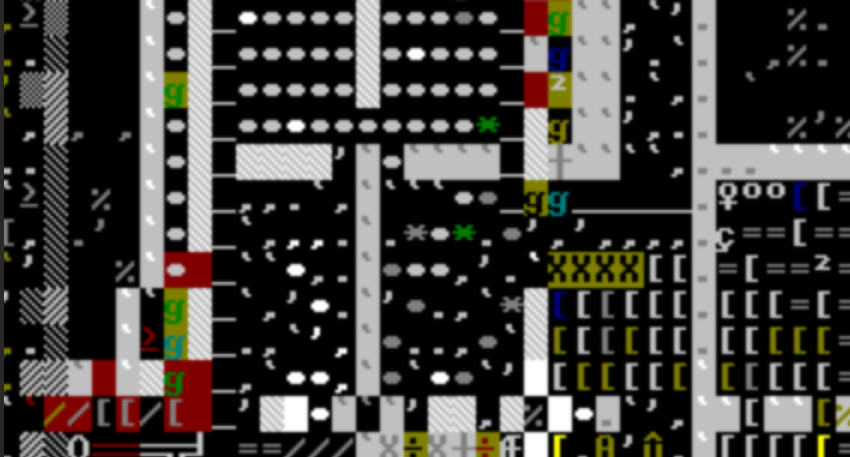
Iden Osoretur, Fire Survivor

Unib Tunseng, Child

Soldier

1 Remains ...

The child does not remember to lock the door.



Goblins enter.

| | |
|-------------------------------------|---------|
| Azstrog Zolakgug, goblin Maceman | Invader |
| Utes Uksostusnung, goblin Maceman | Invader |
| Amxu Uslukzom, goblin Maceman | Invader |
| Asno Dûngukutes, goblin Maceman | Invader |
| Utes Snangstožu, goblin Pikeman | Invader |
| Osnun Oxngokang, goblin Pikeman | Invader |
| Smunstu ũsbustroso, goblin Pikeman | Invader |
| Zolak Ngôgngerxung, goblin Bowman | Invader |
| Ngokang Smespungom, goblin Bowman | Invader |
| Zolak Arstrukûn, goblin Bowman | Invader |
| Smunstu Aspuzxosno, goblin Bowman | Invader |
| Ngokang Ostasangnosm, goblin Bowman | Invader |
| Nguslu Döstasong, goblin Bowman | Invader |
| Ngerxung Aslotxost, goblin Bowman | Invader |
| Azstrog Songzok, goblin Bowman | Invader |
| Utes Arstrukmutog, goblin Thief | Hostile |
| Jrigidithingis, kobold Thief | Hostile |

| | |
|--|---------|
| Snodub Utokbâx, goblin Crossbowman | Invader |
| Song Snodubsnusnud, goblin Crossbowman | Invader |
| Stožu Seboaslot, goblin Crossbowman | Invader |
| Asno Amxuunbu, goblin Axeman | Invader |
| Bosa Gozruos, goblin Axeman | Invader |
| Azstrog Songzolak, goblin Axeman | Invader |
| Nako Zomgug, goblin Axeman | Invader |
| Mato Stuzem, goblin Axeman | Invader |
| Atu Strodnorosmnu, goblin Axeman | Invader |
| Stosbûb Bossunguslu, goblin Axeman | Invader |
| Estrur Bâxasp, goblin Axeman | Invader |
| Utes Tolsnang, goblin Axe Lord | Invader |
| Asno Stugbâx, goblin Axe Lord | Invader |
| Zolak Kutsmobugsmez, goblin Swordsman | Invader |
| Ngokang Bongngukzolak, goblin Swordsman | Invader |
| Aslot Ngerxungspostza, goblin Swordsman | Invader |
| Bosa Okomsnodub, goblin Swordsman | Invader |
| Bâx Ngokangmasnâm, goblin Swordsman | Invader |
| Em Omotatu, goblin Swordsman | Invader |
| Aslot Slonukutsmob, goblin Spearman | Invader |
| ũsbu Anuspsmunstu, goblin Spearman | Invader |
| ũsbu Usmoamxu, goblin Spearman | Invader |
| Bosa Snuslokstožu, goblin Spearman | Invader |
| Stožu Smunstuubstusp, goblin Spearman | Invader |
| Kutsmob Ngerxungsusla, goblin Spearman | Invader |
| Snodub Ugoomosp, goblin Spearman | Invader |
| Bâx Ozuzsnodub, goblin Spearman | Invader |
| Nguslu Osmumstâsost, goblin Spearman | Invader |
| Asno Bâxarug, goblin Spearman | Invader |
| Estrur ěsmorkutsmob, goblin Spearman | Invader |
| Bosa Snangslux, goblin Spearman | Invader |
| Nguslu Ukgesmad, goblin Spearmaster | Invader |
| Azstrog Kuxngulngokang, goblin Crossbowman | Invader |

The smoke hides all



Your strength has been broken ...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 06, 2016, 10:02:11 pm**

... guys, we've got a problem ...

I wanted to test reclaiming the fortress since I wanted to see what would be there as a heads up to the next overseer. The save is corrupted. DF crashes on reclaim. Now, **fortunately** I made a hardsave and backup at spring right before the goblins showed up, since I know 23a has a bad habit of eating savefiles.

On a hunch though, I hit abandon on the backup, and tried to reclaim **THAT**. Guess what, DF **also** crashes.

Ladies and gentleman, Boarpaints is officially unreclaimable. So, we've got three options at this point.

1. Let my turn stand as is
2. Savescum, and try and save it, with the note that when it finally goes, its gone.
3. Savescum, and too deep it.

I **MIGHT** be able to figure out what broke it if I use IDA to examine the crash, but that's a serious long shot. Save corruption is really bad in these old versions. I'll fiddle with it for awhile before I go to sleep, but let's assume its not fixable.

I like option 3 since we release the demon, someone can try and get in on A mode (though that might also crash), and gives us fodder for the plot of the squeal, and shows what happens when you mine the candy in 23a (I can try and forge some stuff from it before the fortress goes again). I can also get DFHa

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **July 06, 2016, 10:28:58 pm**

Quote from: NCommander on July 06, 2016, 10:02:11 pm

... guys, we've got a problem ...

I wanted to test reclaiming the fortress since I wanted to see what would be there as a heads up to the next overseer. The save is corrupted. DF crashes on reclaim. Now, **fortunately** I made a hardsave and backup at spring right before the goblins showed up, since I know 23a has a bad habit of eating savefiles.

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Huh. Looks like we hit the 'boarpaints is unreclaimable' point, so if the latter option was in the lead, it's condition has been satisfied. Onwards to Throwback Fortress 2? Maybe have some form of continuity by nicknaming the starting 7 of the new fort to have the names of the final 7 adults to die?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 06, 2016, 10:58:12 pm**

I've got DFHack-23a working, and I'm experimenting. Also, adding additional z levels to the 2D versions is **really** trippy.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 07, 2016, 12:59:53 am**

Quote from: NCommander on July 06, 2016, 10:02:11 pm

... guys, we've got a problem ...

I wanted to test reclaiming the fortress since I wanted to see what would be there as a heads up to the next overseer. The save is corrupted. DF crashes on reclaim. Now, **fortunately** I made a hardsave and backup at spring right before the goblins showed up, since I know 23a has a bad habit of eating savefiles.

On a hunch though, I hit abandon on the backup, and tried to reclaim **THAT**. Guess what, DF **also** crashes.

Ladies and gentleman, Boarpaints is officially unreclaimable. So, we've got three options at this point.

1. Let my turn stand as is

- I like option 3 since we release the demon, someone can try and get in on A mode (though that might also crash), and gives us fodder for the plot of the squeal, and shows what happens when you mine the candy in 23a (I can try and forge some stuff from it before the fortress goes again). I can also get DFHa

by: **NCommander** on **July 07, 2016, 01:44:47 am**

I managed to clear away the smoke to give you an idea of how much stuff is burning:



I also played with the Spring save a lot more, and this is what would have happened had migrants made it on the map:

| PS: 102 | | The Nobles of Dustiklogem | | |
|---------------------|----------------------|---------------------------|----------|-----------|
| Urist Stibhomaban | King | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| èrith ágèrith | Governor | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Kol Fikodgigin | Baroness | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Urvad Likotiden | Baron Consort | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Tekkud Udarolin | Mayor | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Limul Udiblumash | Trade Minister | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Reg Tekkudilral | Treasurer | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Zasit Unibthak | Philosopher | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Dastot Cogudib | Tax Collector | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Edëm Rakustraz | Captain of the Guard | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Monom Nersigun | Hammerer | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Fikod Ninmebzuth | Manager | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Olon Sodelotil | Broker | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Doren Tanvabôk | Bookkeeper | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Nomal Dumatsterus | Miners Guild | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Melbil Dorenonshe | Masons Guild | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Melbil Rigòthiklist | Craftsdwarves Guild | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Mistëm Dorenthoth | House Fer | [REQUIREMENT] | [DEMAND] | [MANDATE] |
| Kogan Äskol | House Ber | [REQUIREMENT] | [DEMAND] | [MANDATE] |

| FPS: 101 Rustiklogem, "Boarpaints" | | | | 3rd Slate, 1062, Mid-Spring | | | |
|------------------------------------|--|---------|-----------------|-----------------------------|---------|-----------------|--------|
| Animals | | Kitchen | Stocks | Prices | Justice | | |
| Created Wealth: | | 294354* | Population: | | 41 | Leadr ☹ | |
| Weapons: | | 405* | Miners | | ☹ 2 | Axedwarves | ☹ None |
| Armor and Garb: | | 22548* | Carpenters | | ☹ None | Axe Lords | ☹ None |
| Furniture: | | 59550* | Masons | | ☹ 3 | Swordsdwarves | ☹ 1 |
| Other Objects: | | 98826* | Trappers | | ☹ 1 | Swordmasters | ☹ None |
| Architecture: | | 67655* | Metalsmiths | | ☹ 4 | Macedwarves | ☹ None |
| Displayed: | | 45140* | Jewelers | | ☹ 1 | Mace Lords | ☹ None |
| Held/Worn: | | 230* | Craftsdwarves | | ☹ 2 | Hammerdwarves | ☹ None |
| Imported Wealth: | | 189151* | Nobles | | ☹ 18 | Hammer Lords | ☹ None |
| Exported Wealth: | | 5225* | Peasants | | ☹ 5 | Speardwarves | ☹ None |
| Food Stores: | | 935 | Children | | ☹ 1 | Spearmasters | ☹ None |
| Meat | | None | Fisherdwarves | | ☹ None | Marksdwarves | ☹ None |
| Seeds | | 373 | Farmers | | ☹ 2 | Elite Mrksdwrvs | ☹ None |
| Drink | | 30 | Mechanics | | ☹ None | Wrestlers | ☹ None |
| Plant | | 497 | Trained Animals | | A 1 | Elite Wrestlers | ☹ None |
| Other | | 34 | Other Animals | | A 43 | Recruits | ☹ None |

I also tried to flood the place with water. That is actually harder than it sounds.

Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)
by: **Gwolski** on **July 07, 2016, 07:11:22 am**

Oh dear. The king has to die, if boarpaints wants to live. We can carry on!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 07, 2016, 05:38:14 pm**

I'm not seeing a clear consensúe either way on the poll. Wish folks would post so I know what to do.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 08, 2016, 12:39:22 pm**

Okay, with the fluctuating state of the poll I've decided that, unless the vote changes by tomorrow, NCommander is gonna roll back his turn to the pre-crumble save. If anything, it'll give me a little more time to start compiling mods and such for throwback fortress 2.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 09, 2016, 02:44:52 pm**

Looks like a savescum NCommander. Time to boot up that pre-apocalypse save!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 09, 2016, 03:37:56 pm**

Quote from: DolosusDoleus on July 09, 2016, 02:44:52 pm
Looks like a savescum NCommander. Time to boot up that pre-apocalypse save!

Savescum approved. I'm going to have to use DFHack-23a to save it properly though to forbid the !!corpses!! which is what lead to the first death. Expectan update in 2-3 hours.

EDIT: I'm really tempted to DFHack in an additional z level or two to have a new catacombs. Must resist ...

EDIT 2: Both dwarfs I have that can work have been injured and are resting. Goblins are milling outside. I **can still save** this, but it will be tricky.

EDIT 3: So while I can't actually do anything in game, time **is** passing, and the fires are burning out one by one. I'm just going to let it run until the siege ends on its own and continue from there. If it falls again, I'll savescum again and be far more agresive on saving it.

EDIT: 4: second savescum. Everyone died resting even though the idiots could move.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 09, 2016, 06:44:46 pm**

I need to play a bit more, but here's a summary of what I've been up to.



Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 09, 2016, 07:22:38 pm**

Here's a follow up image:



The fortress is nearly habitable again.

EDIT: I had to use FUCKUNICORNS (yes, I fixed it) to unflood the place. Here's what happens when you dump a shitton of magma on a shitton of water in 23a. Also units that die in a fire stay burning on the unit list. We have five or six pages of !!dead units!!, though all the fires are out. Finally.

<http://mkv25.net/dfma/movie-2781-watervsmagma>

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 09, 2016, 08:48:18 pm**

This is a charred diary owned by Kol 'NCommander III' Uristlaven

Intro

My name is Kol, and I'm trapped in a loop. I can already hear you guys thinking I'm mad, but its true. I lived in Boarpaints, a somewhat OK place to live. At least, right up until everyone died, but I'll get to that in a moment. Boarpaints met its end after a great fire caused by the nobles, and properly finished off due to a goblin siege. I saw myself floating away, ready to meet my maker, when **YONK**, back down I was, just as spring arrived, and before the world ended.

I've gone through the loop six or seven times now. Everytime I die, we all go back, and no one else as far as I can tell remembers. My gut tells me I can break the loop by surviving long enough until whatever fell god has grown bored. Unfortunately, that's less than easy. The deck is very much loaded against me, and that's due to noble induced stupidity.

I've already died in various and interesting ways, occassionally when I get sick of dealing with the world around me. I got to tell you, that !!robe!! was a really fun way to go poof.

```
'NCommander III' Uristlâven, Actual Leader
"NCommander III' Daggerprairie"

!!x<lion leather trousers>x!!, Lower body
!!x<cow leather dress>x!!, Upper body
x<Pig tail dress>x, Upper body
x<Pig tail coat>x, Upper body
!!x<cougar leather cap>x!!, Head
x<cave spider silk left glove>x, Left hand
x<cave spider silk right glove>x, Right hand
cave spider silk trousers, Lower body
x<cave spider silk coat>x, Upper body
<Pig tail shoe>, Right foot
cave spider silk shoe, Left foot
<iron pick>, Left hand
!!<leopard leather robe>!!, Upper body
```

That being said, I'm not without help. Whatever force keeps me looping has given me a few powers to manipulate the world around me.

```
!!x<cave spider silk right gl
!!x<cave spider silk dress>x!!
!!X<cave spider silk coat>X!!
!!X<cave spider silk shoe>X!!
!!X<cave spider silk cap>X!!
!!X<cave spider silk robe>X!!
Food Stockpile #1
Smoke
Siltstone Cavern Floor

f: Forbid c: Chasm m: Melt
```

I can magically forbid things, preventing them from being used. That's kept the three of us alive for longer than we would be otherwise.

| lap. | Name | Profession | MCBMEATCHTDFWABC |
|------|----------------|------------|------------------|
| | | | Cawannauriuerlr |
| 141 | Kol Uristlâven | Actual Lea | |
| 157 | Iden Osoretur | Fire Survi | |
| 170 | Unib Tunseng | Child | |

At least until the nobles arrive. Let me explain something, an individual dwarf is smart. But we're in a world surrounded by nobles. Nobles reach out, and control us and force us to bend to their way. I've already had many loops come to an end because of their stupidity. When a noble wants something, dwarfs are forced to obey them. My ability to forbid gets overruled, and we start hauling !!cat brains!! to the nearest shop which quickly turns us into !!dwarfs!!.

the Manager Urdim Kôniden has arrived.
Mayor Aban Kenlolor has arrived.
Governor Udib Nefekonol has arrived.
the Broker Ilral Idenunnos has arrived.
Trade Minister Geshud Idenamkol has arrived.
the Bookkeeper Mistêm Mosusokol has arrived.
the Treasurer èrith Fikodetur has arrived.
the Tax Collector Kib ùshrirkulal has arrived.
the Hammerer Atír Istbarmosus has arrived.
the Captain of the Guard Vabôk Nïngfath has arrived.
the Baron Dumat Besmarbebmâl has arrived.
the Miners Guildmaster Ingish Datanetest has arrived.
the Masons Guildmaster Ingish Mezùshrîr has arrived.
the Craftsddwarves Guildmaster Alâth Urdimâm has arrived.
the Ferite Bim Geshudnefek has arrived.
the Berite Sigun ûzdumat has arrived.
Wise Nil Okoldatan has arrived.
Some migrants have arrived.

Of course, there's a worse fucker than regular nobles.

S: 100

A New Arrival

The king has arrived, dressed as a peasant!

FPS: 99

Dûstiklogem, "Boarpaints"

17th Slate, 1062, Mid-Spring

| Animals | Kitchen | Stocks | Prices | Justice |
|--|---------|--------|--------|---------|
| <div><div><div>Created Wealth: 294164*</div><div>Weapons: 305*</div><div>Armor and Garb: 22015*</div><div>Furniture: 59550*</div><div>Other Objects: 98749*</div><div>Architecture: 67965*</div><div>Displayed: 45450*</div><div>Held/Worn: 130*</div></div><div><div>Imported Wealth: 177878*</div><div>Exported Wealth: 5225*</div><div>Food Stores: 901</div><div>Meat None</div><div>Fish 1</div><div>Plant 503</div></div><div><div>Seeds 359</div><div>Drink 4</div><div>Other 34</div></div></div> <div><div>Population: 42</div><div>Miners 5</div><div>Carpenters 1</div><div>Masons 2</div><div>Trappers 2</div><div>Metalsmiths None</div><div>Jewelers 1</div><div>Craftsdwarves 1</div><div>Nobles 18</div><div>Peasants 5</div><div>Children 1</div><div>Fisherddwarves None</div><div>Farmers 4</div><div>Mechanics None</div><div>Trained Animals A 1</div><div>Other Animals A 39</div></div> <div><div>Leadr ☺</div><div>Axedwarves ☺ None</div><div>Axe Lords ☺ None</div><div>Swordsdwarves ☺ 1</div><div>Swordmasters ☺ None</div><div>Macedwarves ☺ None</div><div>Mace Lords ☺ None</div><div>Hammerdwarves ☺ None</div><div>Hammer Lords ☺ None</div><div>Speardwarves ☺ None</div><div>Spearmasters ☺ None</div><div>Marksdwarves ☺ None</div><div>Elite Mrksdwrvs ☺ None</div><div>Wrestlers ☺ None</div><div>Elite Wrestlers ☺ None</div><div>Recruits ☺ None</div></div> | | | | |

The King. This idiot only thinks about adamanite. I went through a loop where we mined out the vein, finding a curious chamber behind it. Let's just say none of us lived for long after that. After that reset, I've learned with great effort, I can fight the noble commands for a time, to prevent the stupidity from grabbing hold.

Unfortunately, for dwarven kind, without nobles, many of our basic functions simply don't work. We can't manage work orders, provide law and order, or even trade effectively. Fortunately, there is an out. Most nobles, if killed, will respawn, but there is only one king. If the king dies, we free ourselves from the worse of the stupidity. Fortunately, I think I have a solution to this. Here's my four step plan.

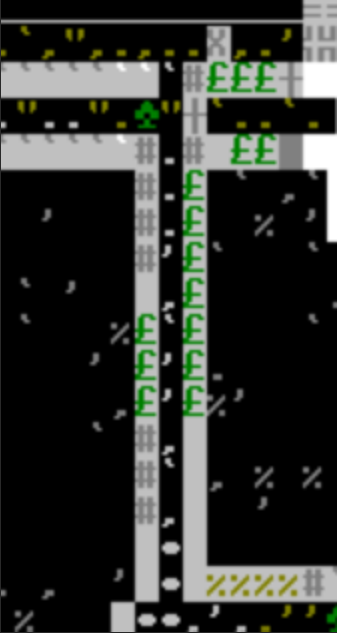
1. Fix the King
2. Put the fires out.
3. Open our doors.

This should return us to a bearable level of stupidity without immediately ending our existence. I know what I need to do, but I feel like I have a long road ahead ...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 09, 2016, 09:02:18 pm**

This is a charred diary owned by Kol 'NCommander III' Uristlaven

Part one of my "Save The Fortress" plan involves FUCKUNICORNS, a magma based weapon which has never worked right. At the start of the loop, magma floods into the channel, and does **NOTHING**. Furthermore, I've learned how to seal the fortress up from the outside, and isolate the three survivors on the far-side of the magma river. The first bit is the installation and the connection of a new floodgate near the aqueduct to raise the magma from the channel and onto the surface.



I've also attached a new passageway connecting West Boarpaints to FUCKUNICORNS. I'm going to prove you can FIGHT FIRE WITH FIRE. Unfortunately, just before I finished hooking up the new floodgates, the king arrived in this loop!

FPS: 100

A New Arrival

The king has arrived, dressed as a peasant!

the Manager Urdim Kōniden has arrived.

Mayor Aban Kenlolor has arrived.

Governor Udib Nefekonol has arrived.

the Broker Ilral Idenunnos has arrived.

Trade Minister Geshud Idenamkol has arrived.

the Bookkeeper Mistēm Mosusokol has arrived.

the Treasurer èrith Fikodetur has arrived.

the Tax Collector Kib ùshrirkulal has arrived.

the Hammerer Atír Istbarmosus has arrived.

the Captain of the Guard Vabôk Nǎngfath has arrived.

the Baron Dumat Besmarbebm̃al has arrived.

the Miners Guildmaster Ingish Datanetest has arrived.

the Masons Guildmaster Ingish Mezùshr̃ir has arrived.

the Craftsdw̃arves Guildmaster Alāth Urdimām has arrived.

the Ferite Bim Geshudnefek has arrived.

the Berite Sigun ūzdumat has arrived.

Wise Nil Okoldatan has arrived.

Some migrants have arrived.

NO!

I can feel the stupidity taking hold.

Kol Uristlāven, Actual Leader

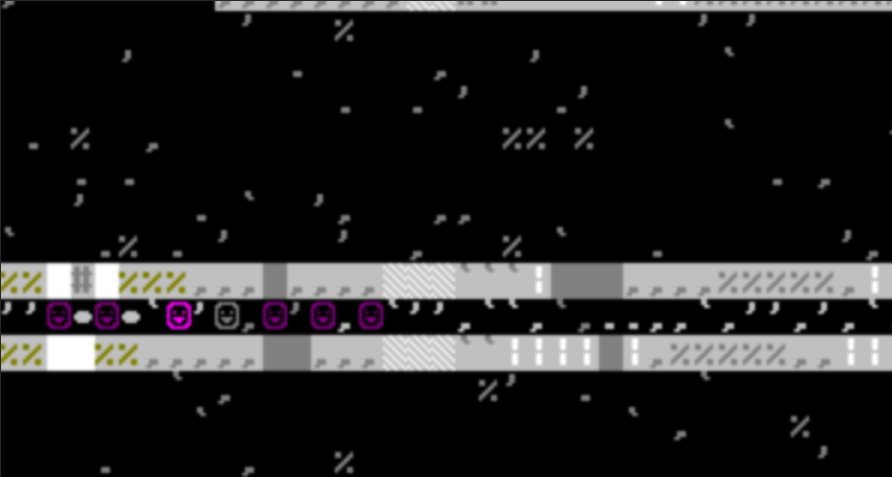
I den Osoretur, Fire Survivor

Bring Item to Shop

Bring Item to Shop

I. MUST. RESIST!

With great effort, I slam the door shut on the entrance, trapping the king and the nobles outside.



You fuckers can stay out there while I work. Unfortunately, I need to be fast. His power over me is strengthening.

It is now summer.

Urist Stibbomaban, King has mandated that adamantine objects be made.

FPS: 100

Urist Stibbomaban, "Urist Primitiveconstruct", King

Owned Objects: 4

Holdings: No Office
No Quarters
No Dining Room
No Tomb
No Chests
No Cabinets
No Weapon Racks
No Armor Stands

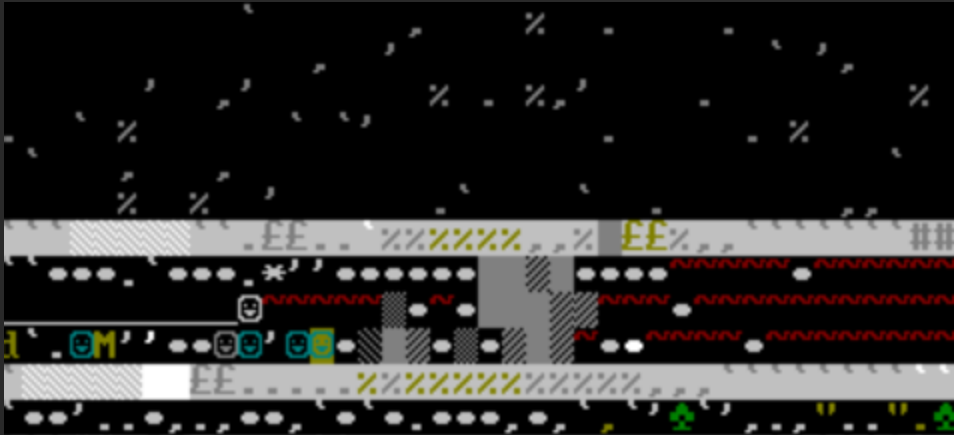
Needs: Royal Throne Room
Needs: Royal Bedroom
Needs: Royal Dining Room
Needs: Royal Mausoleum
Needs: 10 Chests
Needs: 5 Cabinets
Needs: 5 Weapon Racks
Needs: 5 Armor Stands

Mandates: Make adamantine items (3/3)

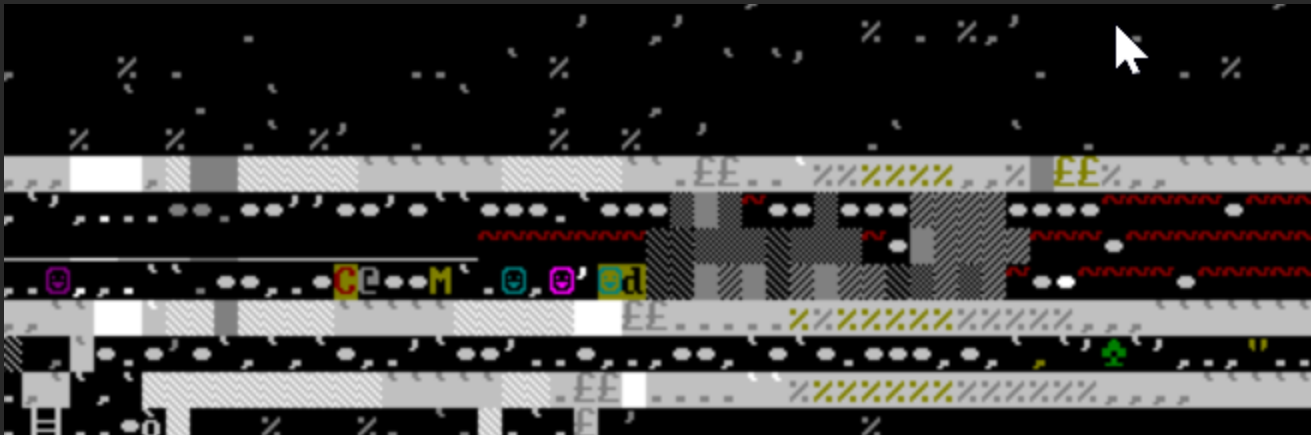
Must not let that mandate fail, or succeed. The wiring is done!.



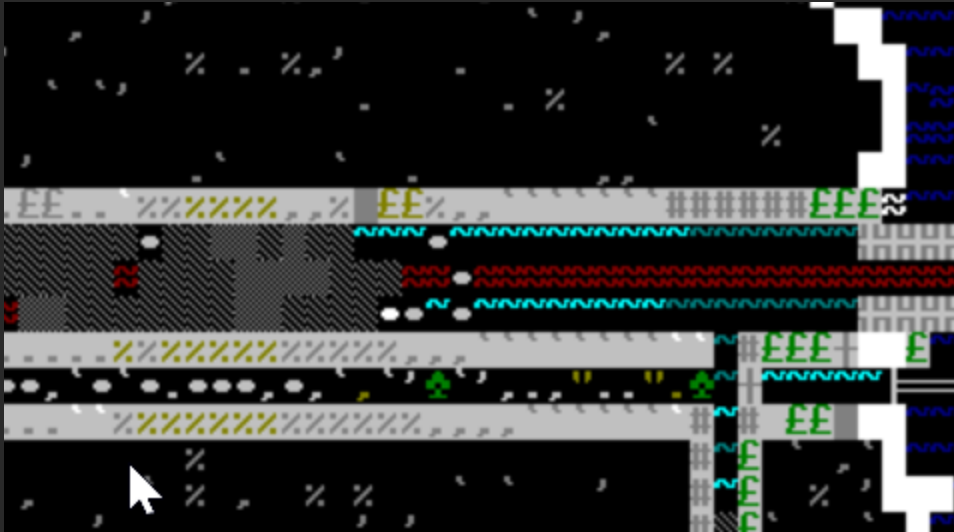
Ha.



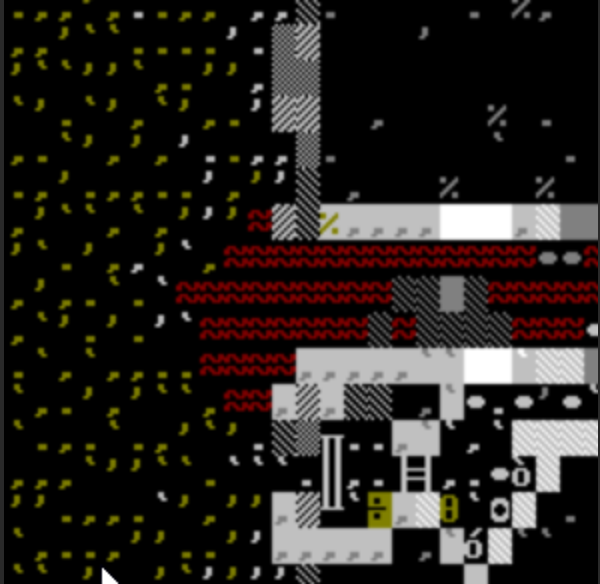
Haha. The idiots thought that was an entrance.



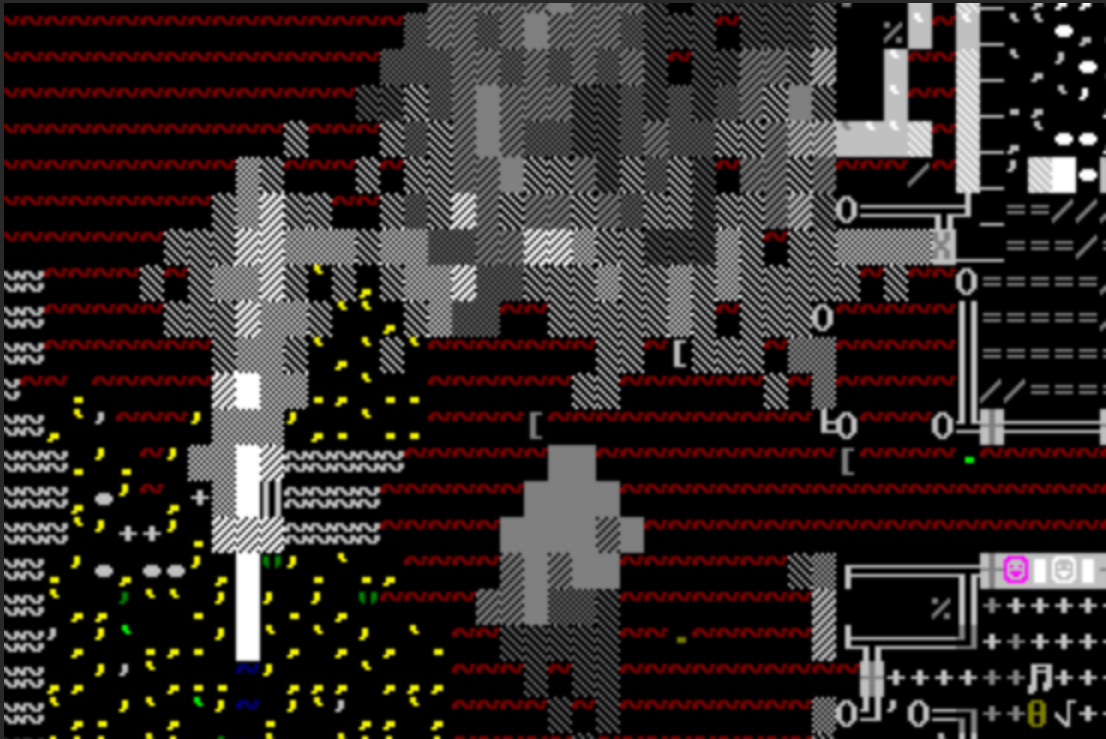
Hahaha. The cave river tries to flood.



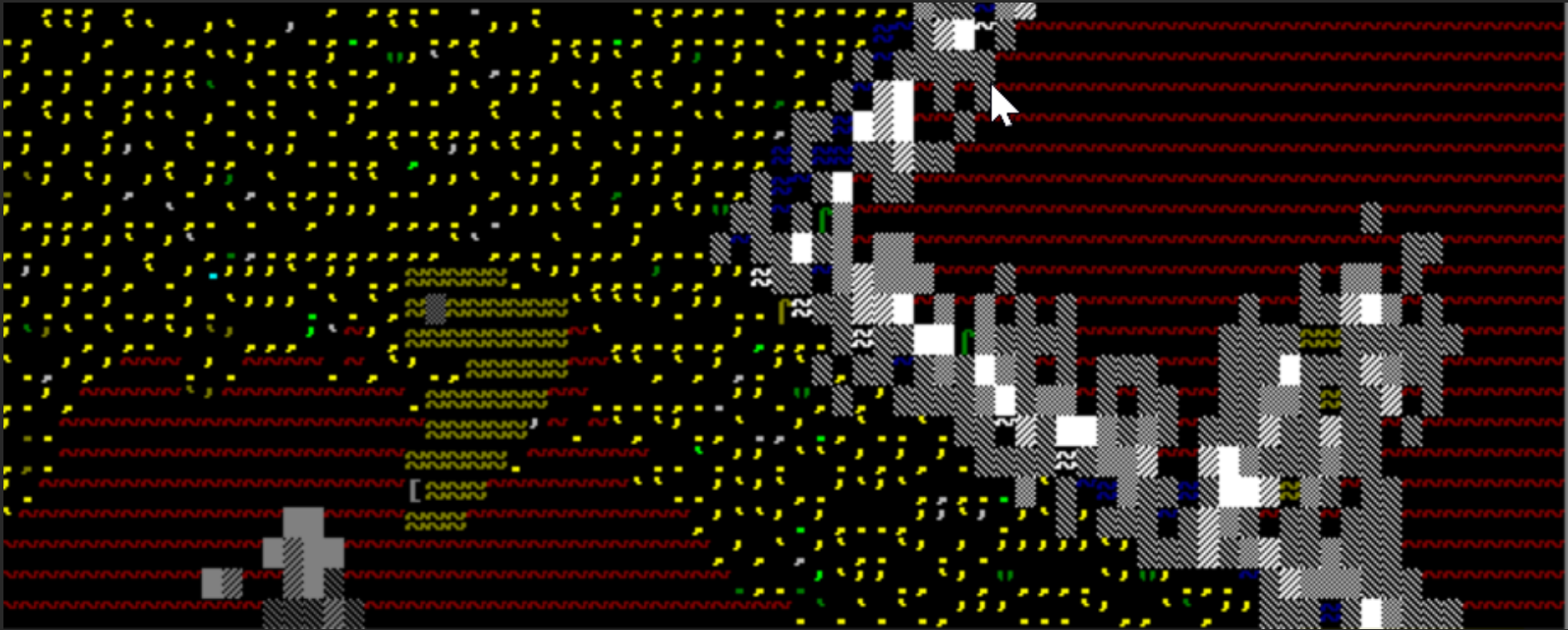
Hahahaha.



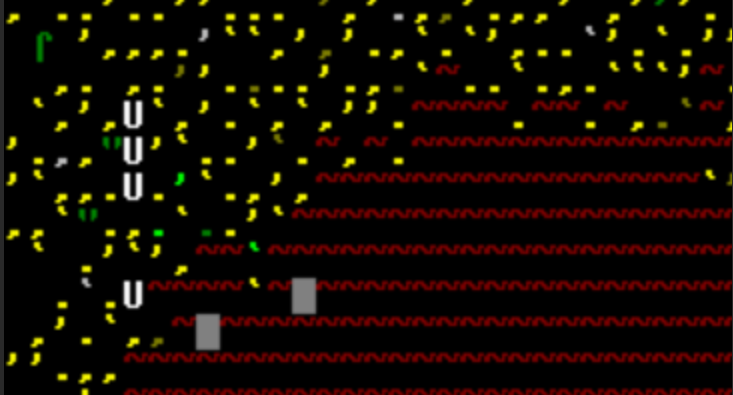
Hahahahaha.



It's glorious.



It sweeps the world!



It fucks unicorns!



We are purified!

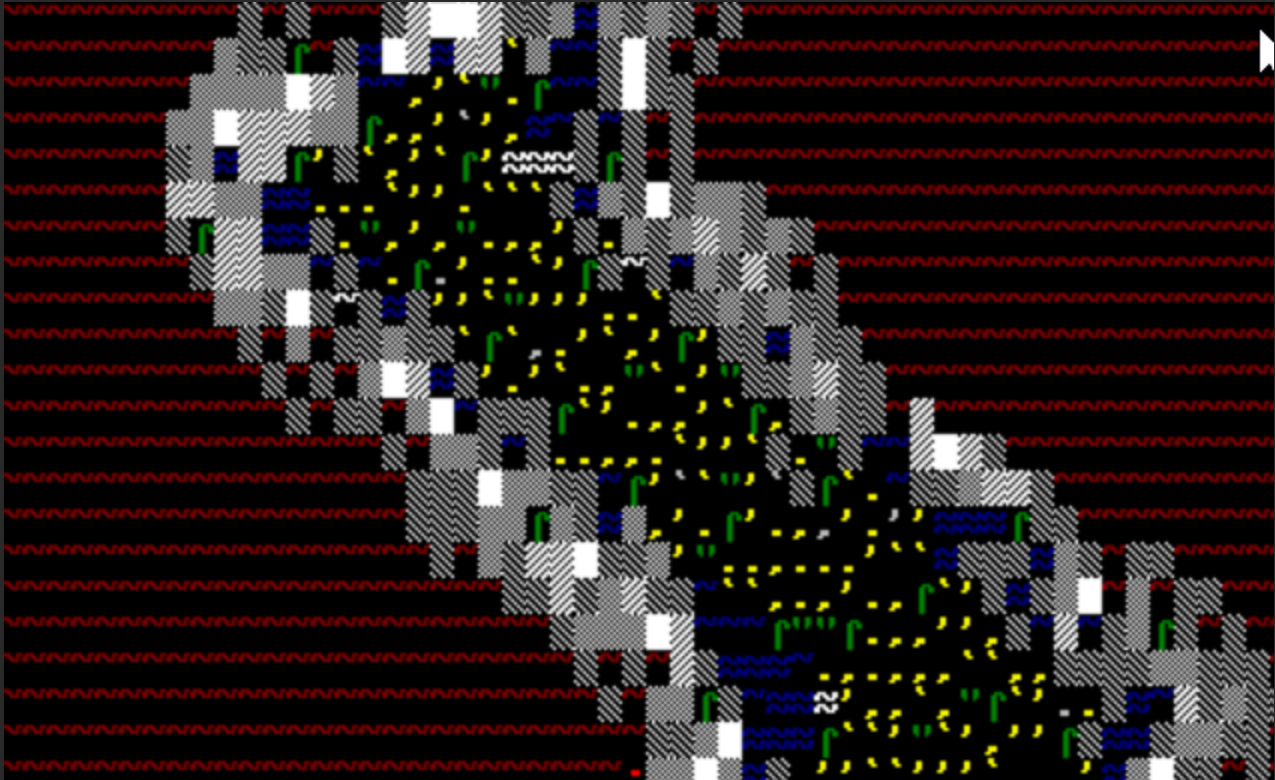
The Stray Puppy <Tame> has died in the heat.
Id Rigòthegen, Farmer has died in the heat.
Mörul Ulengèrith, House Ber has burned to death.
Aban Eshtânotil, Crafts dwarf cancels Drink: Dangerous terrain.
Kulet Rërithtun, Miners Guild has died in the heat.
Athel Bimîlul, Crafts dwarves Guild has died in the heat.
Tun Kilrudduthnur, Miner has died in the heat.
The Stray Puppy <Tame> has died in the heat.
Aban Eshtânotil, Crafts dwarf has died in the heat.
The Stray dog <Tame> has died in the heat.
The Stray Puppy <Tame> has died in the heat.
The Stray dog <Tame> has died in the heat.
The Stray Puppy <Tame> has died in the heat.
The Stray horse <Tame> has died in the heat.
The Stray dog <Tame> has died in the heat.
The Stray Foal <Tame> has died in the heat.
Äs Athelral, Swords dwarf cancels Drink: Dangerous terrain.
Äs Athelral, Swords dwarf has burned to death.
Squad "The Oceans of Crafting" has been annihilated!
A human caravan from Shagthohalirpesor has arrived.
Their wagons have bypassed your inaccessible site.

The humans meet FUCKUNICORNS!

Stukos Astastesh, Masons Guild has died in the heat.
Limul Sterusèrith, Trade Minister's mandate has ended.
Limul Sterusèrith, Trade Minister has died in the heat.
Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.
Monom Lolokùst, Governor has died in the heat.
Tekkud Kolrigòth, Captain of the Guard has died in the heat.
Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.
The Stray Puppy <Tame> has died in the heat.
Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.
SibreK Bukètrakust, Treasurer has died in the heat.
Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.
Iden Rigòthzat, Broker has died in the heat.
Mistêm Idenkerlîg, horse <Tame> has died in the heat.
The Stray dog <Tame> has died in the heat.
The Stray dog <Tame> has burned to death.
The Stray dog <Tame> has died in the heat.
The War dog <Tame> has died in the heat.

Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.
The Stray Puppy <Tame> has burned to death.
Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.
The Stray dog <Tame> has died in the heat.
Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.
Zon Ustiretur, Mayor's mandate has ended.
Zon Ustiretur, Mayor has died in the heat.
Urdim Likotag, House Fer has died in the heat.
Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.
Bim Zenoncog, Philosopher has died in the heat.
Alâth Monomreg, Manager has died in the heat.
Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.
Kulet Dorenathel, Bookkeeper has died in the heat.
Ablel Athelabras, Mason has died in the heat.
Kol Uristlâven, Actual Leader cancels Bring Item to Shop: Could not find path.

A small island survives



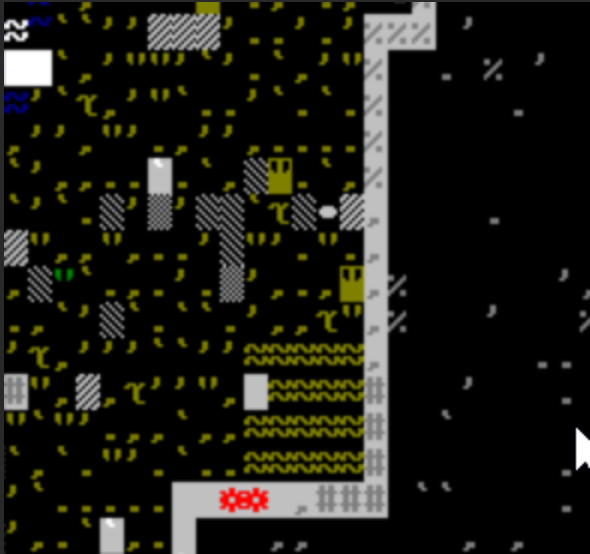
Almost everything is dead ...

| Kol Uristlâven, Actual Leader | No Job |
|---------------------------------|-------------|
| Iden Osoretur, Fire Survivor | No Job |
| Stray horse <Tame> | Tame |
| Stray horse <Tame> | Tame |
| Stray horse <Tame> | Tame |
| Stray horse <Tame> | Tame |
| Stray horse <Tame> | Tame |
| Stray horse <Tame> | Tame |
| Stray horse <Tame> | Tame |
| Stray horse <Tame> | Tame |
| Stray horse <Tame> | Tame |
| Stray cat <Tame> | Tame |
| Stray cat <Tame> | Tame |
| Stray dog <Tame> | Tame |
| Utes Arstrukmutog, goblin Thief | Hostile |
| unicorn | Wild Animal |
| leopard | Wild Animal |
| Utes Arstrukmutog, goblin Thief | Hostile |

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 09, 2016, 09:28:13 pm**

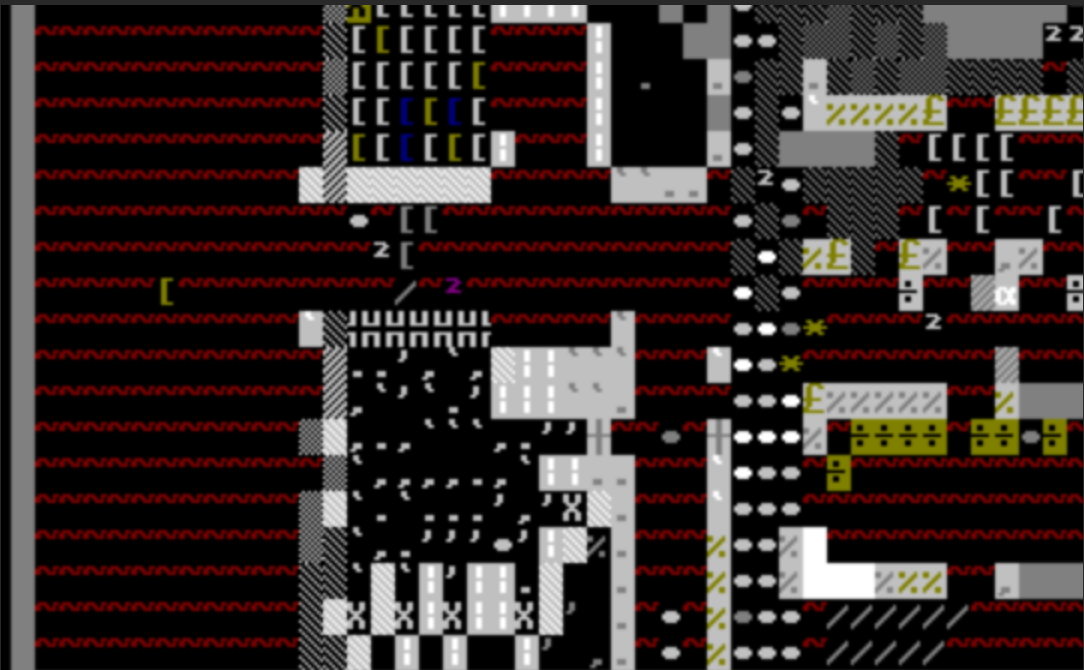
This is a charred diary owned by Kol 'NCommander III' Uristlaven

As the world burns, I've decided to brush up on my growing.



We need a more reliable source of food anyway that isn't under magma.

I've also learned a few things. First, magma won't flow through fortifications.



I also learned that spider silk cloth is magma safe ...

+cave spider silk cloth+
Cloth Stockpile #48
Magma

Anyway because of THAT, it turns out you can't fight fire with fire. The piles of !!crap!! will happily keep burning under layers and layers of magma. As such, I need a new approach. Based off the design of FUCKUNICORNS, I give you all FUCKFIRE. First, I let the magma flow away, and begin work on my next construction project.



FUCKFIRE will fill the world with cleansing water, and let us stop burning to death due to noble induced stupidity.



Ah.



Ahhhhh. No more fire.

The cave river is overflowing.

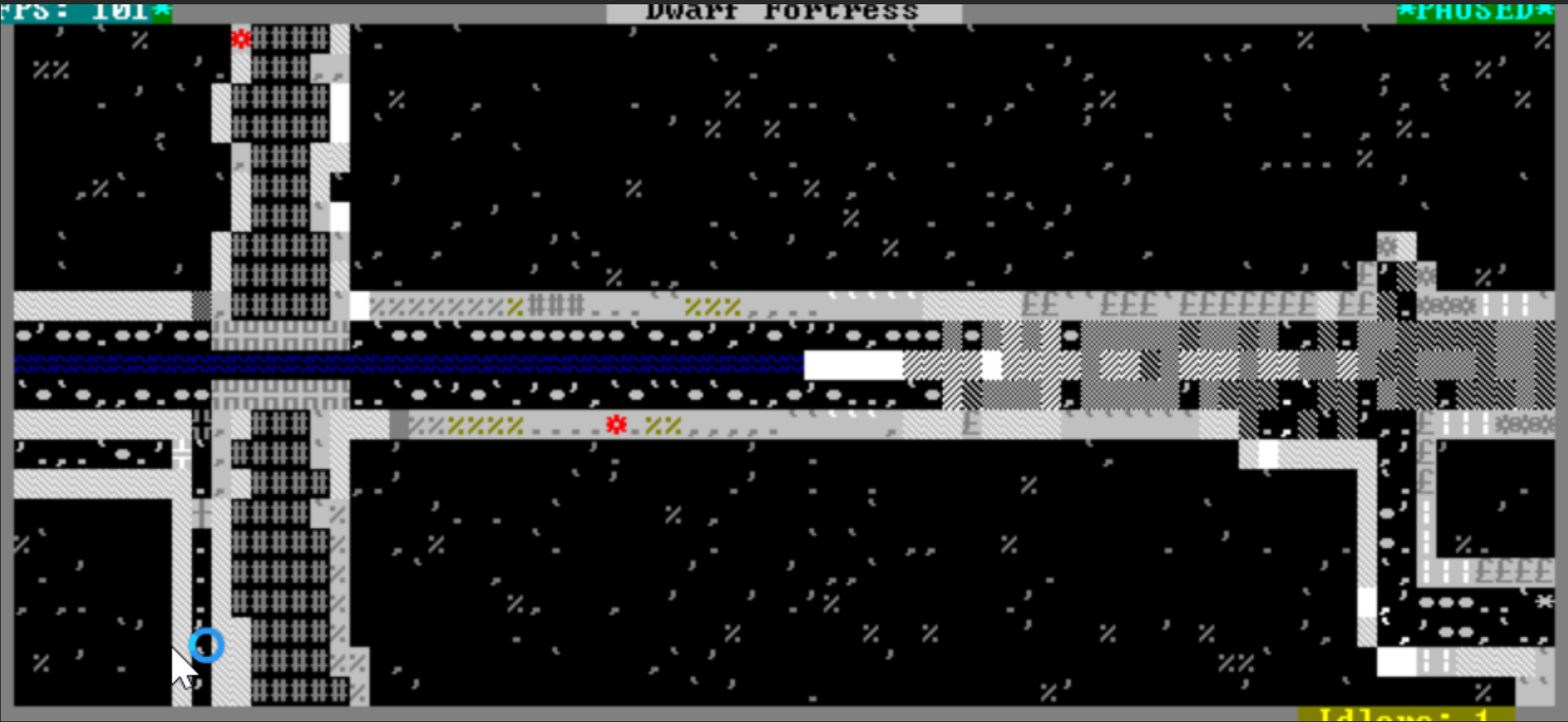
Uh oh.



Turns out pulling the shutdown lever didn't unflood the place. Fortunately, we have a device that can fix **THAT**. Let me introduce the world to the power of STEAM!



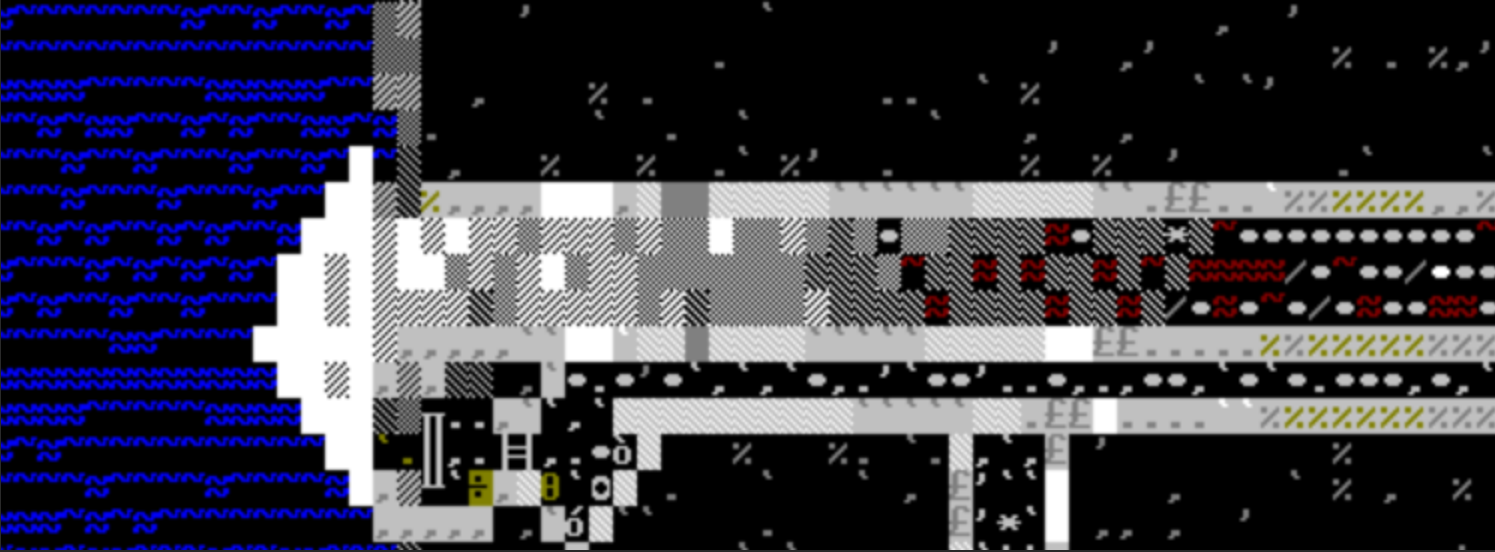
The magma is released, and a soaring cloud rocks through the the fortress.



Fighting for supremacy, the river decided to flood even harder, but FUCKUNICORNS will not be denied.



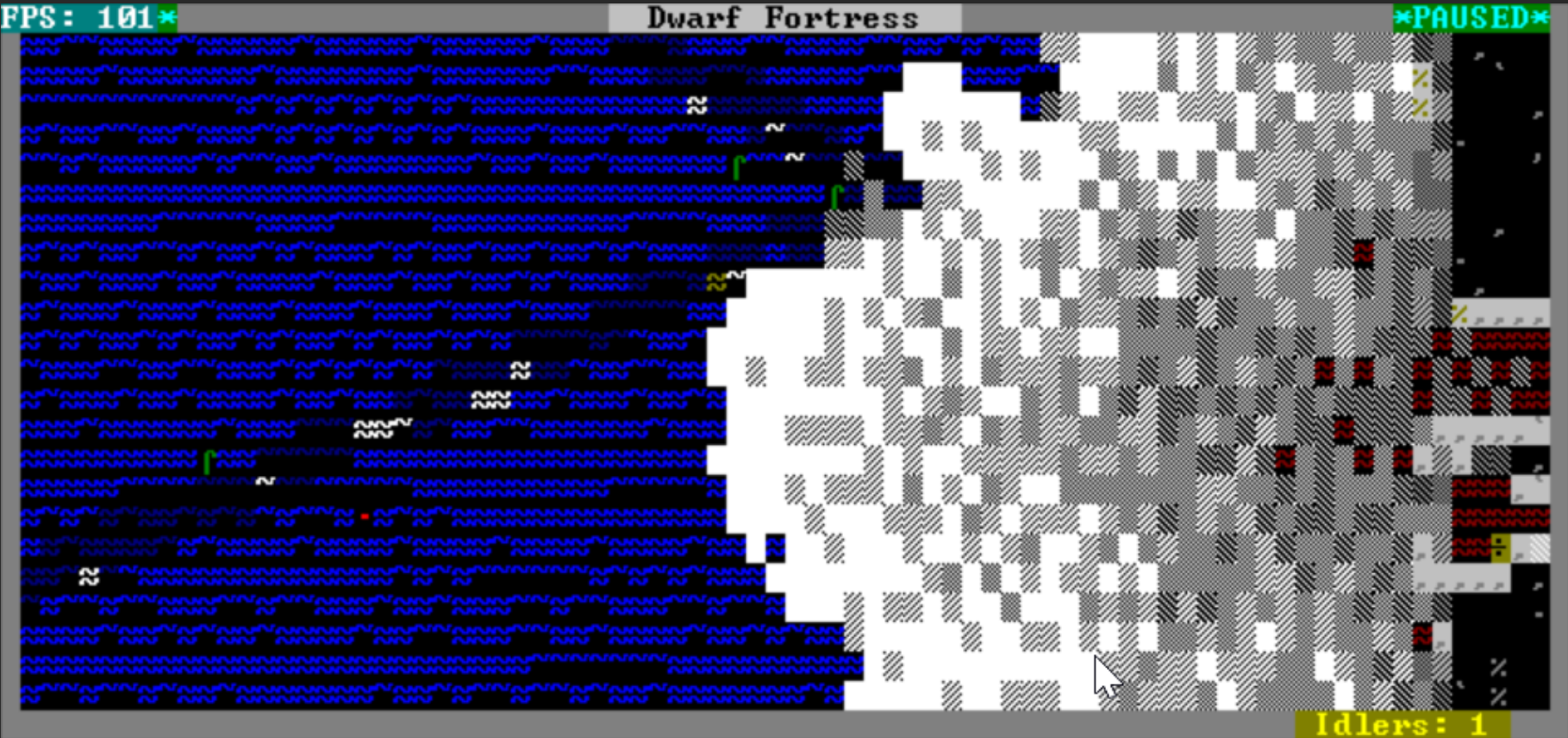
The magma reaches the surface, and becomes aerosolized. <http://mkv25.net/dfma/movie-2781-watervsmagma>



Ah fuck.

A dwarven caravan from Aban Nekol has arrived.

Your lives will not end in vain; you die to help restore Boarpaints to greatness.

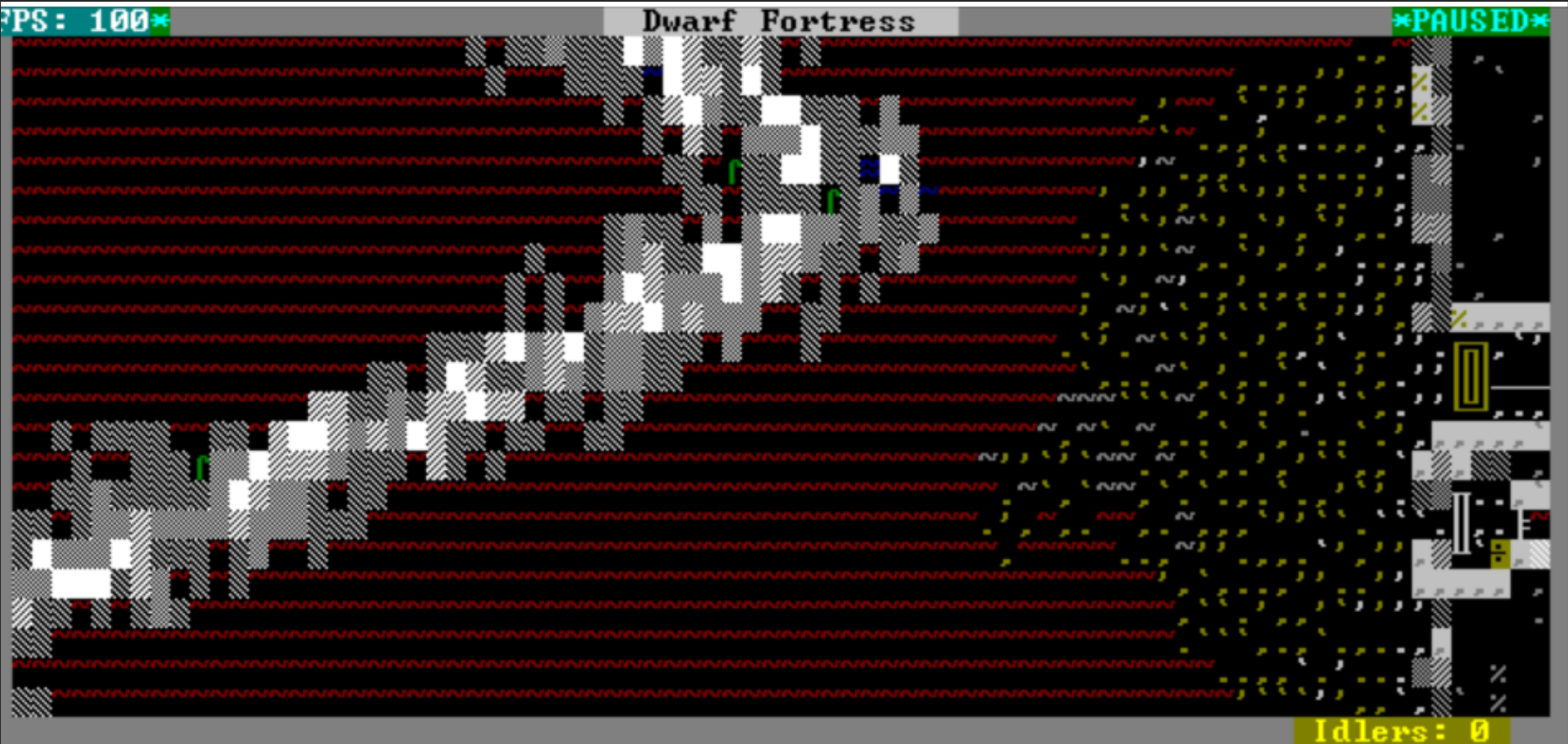


I must say I slept well that night.

Kol Uristlâven, Actual Leader
Iden Osoretur, Fire Survivor

Sleep
No Job

In the morning, I shutdown the magmaflows.



As I walked through west Boarpaints, I couldn't find a single sign of fire. We're officially habitable again.



I've done my duty. The price was high, the work exacting, and my body is exhausted, but all I've got to say is: In your face fell gods!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **July 09, 2016, 09:40:30 pm**

Upload a version of the save after that, I want to scour the fort to see what it looks like after that.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 09, 2016, 09:55:34 pm**

Quote from: Zanzetkuken The Great on July 09, 2016, 09:40:30 pm
Upload a version of the save after that, I want to scour the fort to see what it looks like after that.

<http://dff.d.bay12games.com/file.php?id=12247>

Here you go. The place is remarkably clean. After liberal application of fire, magma, and water, there's no more blood encrusting the main entrances, almost all the corpses were dissolved, and the bone piles sublimed. Once I get migrants, it will be a happy place again (I'll probably pass the save as soon as the next migrant wave comes in).

EDIT: For the sequel, can we get mod it that when dwarfs die, they become raw dwarfite, which can be extracted and smelted into dwarfite wafers? I figure that plate mail must be good if we have to kill 9 dwarfs and extract their bones to get the necessary materials to get it.

EDIT: Make sure you hit "u", you can get a good idea on the impact I've left on Boarpaints.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 10, 2016, 12:30:52 am**

This is a charred diary owned by Kol 'NCommander III' Uristlaven

As Autumn and Winter bear down on us, I've turned myself towards more noble pursuits.



Making cheese. Unfortunately, I haven't had a lot of luck catching any maggots. With just two of us, work has been going rather slow.

live rat has gnawed its way out of confinement!

| | | |
|------------------|-----|----------|
| live large roach | N/A | Not Tame |
| live lizard | N/A | Not Tame |

copper Cage

Occupants:

live fairy
live large roach
live lizard
live firefly

I slaughtered some horses in hopes of increasing our luck, but alias ...

Your trap was robbed of the horse meat [9]!

My quest seems to be cheeseless.

The goblins showed up

PS: 100 The Goblins Are Upon Us!

A vile force of darkness has arrived!

I think anyone can guess what happened next.



FPS: 100SIEGE

Dwarf Fortress

A screenshot from the game Dwarf Fortress showing a goblin invasion. The map displays a complex of buildings and walls on the right side, with a large area of yellow goblins (represented by 'g' characters) swarming from the left. A mouse cursor is visible near the bottom-left of the map.

SIEGE PAUSED

a: View Announcements
b: Site a Building
c: View Civilizations
d: Designations
u: Unit List
k: Look Around
l: View Artifact List
m: Military
o: Set Orders and Options
p: Stockpiles and Graveyards
q: Set Building Tasks/Prefs
r: View Rooms/Buildings
t: View Items in Buildings
v: View Units
z: Overall Status
Tab: Move this menu/map
?: Help (Press Any Time)
Escape: Options (Any Time)
;: Record/Save Movie

Space: Resume .: One-Step

Needs meat.

Annoyingly, a few goblins found refuge near the front of the fortress where the (now dry) magma channels diverted the path of the magma. However, enough of them were killed that when the magma flood was ended, they turn tale and ran.



They also left a burning pile of goblin on the front lawn.

```
<iron spear>
<iron shield>
<narrow giant cave spider silk loincloth>
<narrow giant cave spider silk trousers>
<narrow iron chain leggings>
<narrow giant cave spider silk robe>
<narrow iron chain mail>
<narrow iron helm>
<narrow giant cave spider silk left glove>
<narrow iron left gauntlet>
<narrow giant cave spider silk right glove>
<narrow iron right gauntlet>
<narrow iron high boot>
<narrow iron high boot>
!!XX<narrow cow leather cap>XX!!
!!XX<narrow mule leather tunic>XX!!
!!XXUtes Stoshûbogzu's rotten corpseXX!!
```

I *just* got this place cleaned up.

Our baiting efforts ran into a batman today



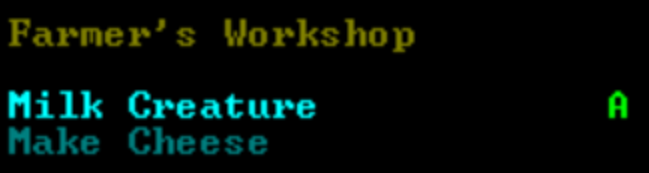
Fortunately, a trap and punches to the head solved **THAT** problem.

```
*'NCommander III' Uristlâven, FireSquad: Uesh Rigòth, "The Dusts of Crafting"
→ Iden Osoretur, Fire Survivor
```

Finally! A maggot!

```
You've caught a live purring maggot!
```

Time to make cheese ...



However, before I could get that more glorious of substances, I felt something grab me, as though I were loosing control. In my shock, I dropped the maggot, and ...

Spring has arrived!

... I think I'm free ...

Perhaps once there are more of us again, I'll petition to join the royal guard. Seems fitting as I've protected this fort from Dwarven stupidity.

EDIT: <http://dffd.bay12games.com/file.php?id=12248> - come and get it. Two dwarfs still standing. Migrants should come soon. I hope. If they're willing to brave this horrifying tomb.

Next overseer should expect the humans to come and lay seige given I magmaed their wagons.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 10, 2016, 01:05:00 am**

Holy crap. You know, I think this is the first succession fort that I've seen which involves noble genocide.

And sure, I bet I can do stuff with dwarfite.

Sending a PM to Gwolski.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 10, 2016, 02:16:11 am**

Quote from: DolosusDoleus on July 10, 2016, 01:05:00 am

Holy crap. You know, I think this is the first succession fort that I've seen which involves noble genocide.

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^- nominated for quotes bank.

Nobles always will come with migrants. We'll get a full set with the next wave minus the king. I just felt it fitting that I fixed FUCKUNICORNS and we had to de-king the place. Plus I was getting pissed at having to keep canceling "take item to shop", which caused them to pick up !!brains!!, and die. Only way to save it was kill everyone.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 10, 2016, 08:05:45 am**

Quote from: NCommander on July 10, 2016, 02:16:11 am

Quote from: DolosusDoleus on July 10, 2016, 01:05:00 am

Holy crap. You know, I think this is the first succession fort that I've seen which involves noble genocide.

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Nobles always will come with migrants. We'll get a full set with the next wave minus the king. I just felt it fitting that I fixed FUCKUNICORNS and we had to de-king the place. Plus I was getting pissed at having to keep canceling "take item to shop", which caused them to pick up !!brains!!, and die. Only way to save it was kill everyone.

Can do!

Also, Gwolski responded to PM.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **July 10, 2016, 09:46:34 am**

Wait, add me to the waitlist, on Tuesday I've got a test, but after that I can fully melt nobles!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 10, 2016, 10:30:59 am**

Quote from: snow dwarf on July 10, 2016, 09:46:34 am

Wait, add me to the waitlist, on Tuesday I've got a test, but after that I can fully melt nobles!

Consider it done!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **July 10, 2016, 06:07:29 pm**

downloading save in morning. expect the unexpected

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **TheBiggerFish** on **July 10, 2016, 06:09:10 pm**

But we literally can't expect the unexpected, by definition, we're expecting it, ergo it's not unexpected, ergo AAAA PARADOX

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 10, 2016, 06:22:07 pm**

Quote from: TheBiggerFish on July 10, 2016, 06:09:10 pm

But we literally can't expect the unexpected, by definition, we're expecting it, ergo it's not unexpected, ergo AAAA PARADOX

It's gwolfski. He'll make an engraving which bends the world upon itself and makes Boarpaints not exist.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Dozebôm Lolumzalis** on **July 10, 2016, 09:29:26 pm**

Catching up on this. Good grief, you guys are the best. Sign me up for another turn.

Also, if I understand this correctly, you used magma, which set the fortress on fire. (Obviously.) Then to put out the fire, you used magma. Then to put out the magma, you used water. **Then to get rid of the water, you used magma.**

It's like Doomforests' Bigger Fish, but with elements! Hehahahahaheh!!

Spoiler: What the hell is Doomforests' Bigger Fish? Sounds like a spell, like Bugsby's Cat-Retrieving Hand... (click to show/hide)
In Doomforests, they had a forgotten beast problem, which they solved with trolls and goblins. This turned into a goblin-and-troll problem, which was solved with vampires. This in turn became a vampire problem, which grew into a vampire cult problem, which they solved with several countercults, which are currently threatening to push Doomforests past Supercritical Cult Density, at which point every dwarf will belong to five cults at once. This will probably be solved by killing almost everybody. Which is obviously a problem.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 10, 2016, 10:20:34 pm**

Quote from: Dozebôm Lolumzalis on July 10, 2016, 09:29:26 pm
Catching up on this. Good grief, you guys are the best. Sign me up for another turn.

Also, if I understand this correctly, you used magma, which set the fortress on fire. (Obviously.) Then to put out the fire, you used magma. Then to put out the magma, you used water. **Then to get rid of the water, you used magma.**

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First, when I left Doomforests, there was only a single FB alive in the place and he entered the map right before I ended my turn. Second, cave spider stuff is magma safe in 23a much to my surprise. A tentacted horror started the fires. The resulting chain reaction killed a full 100 dwarfs. I used magma to try and fight fire with fire. I also used magma to kill the king. That brought the body count up to 140-ish. That failed, so I flooded the place. Then I used magma to clean up the flood.

I'm sorely tempted to take another turn but I don't think Boarpaints can survive it.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 11, 2016, 02:14:26 am**

Quote from: Dozebôm Lolumzalis on July 10, 2016, 09:29:26 pm
Catching up on this. Good grief, you guys are the best. Sign me up for another turn.

Also, if I understand this correctly, you used magma, which set the fortress on fire. (Obviously.) Then to put out the fire, you used magma. Then to put out the magma, you used water. **Then to get rid of the water, you used magma.**

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In ye today!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **peregarrett** on **July 11, 2016, 02:56:35 am**

Holy carp.
This dwarven ~~for~~ grill just sparkles with awesomeness.
Not sure if I'll be able to play, but please dorf me in as anydwarf.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 13, 2016, 06:12:08 am**

Just as a note on the main page, I completed my turn (I played 6 months to bring it spring to spring again).

Quote from: peregarrett on July 11, 2016, 02:56:35 am
Holy carp.
This dwarven ~~for~~ grill just sparkles with awesomeness.
Not sure if I'll be able to play, but please dorf me in as anydwarf.

This requires dwarfs, something this fortress is very short on after my wholesale disaster of a turn :).

EDIT: Put me back on the turn list for round two. I bet I can do something nutty.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 13, 2016, 07:13:14 am**

Quote from: NCommander on July 13, 2016, 06:12:08 am
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Quote from: peregarrett on July 11, 2016, 02:56:35 am
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This requires dwarfs, something this fortress is very short on after my wholesale disaster of a turn :).

EDIT: Put me back on the turn list for round two. I bet I can do something nutty.

Got it.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 13, 2016, 05:08:49 pm**

Ooooohhhh Gwolski...

Its been three days....

How is progress...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **July 14, 2016, 04:21:13 am**

oh, it seems bay12 ate my post. progress: nearing autumn, i think, summer has been going for a while now. I plan to do two updates: at autumn and at spring.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **July 14, 2016, 04:19:57 pm**

Well stuff. I trippedover the power lead while playing, and it unplugged. Computer(it had a brokrn battery) shut down, and i forgot to backup saves. So, notes irrelevant. I'll power through the months, its no problem, but my detailed notes are useless. lesson learned: Watch the cables.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **July 14, 2016, 11:29:08 pm**

Quote from: Gwolski on July 14, 2016, 04:19:57 pm

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Be very careful. 23a is not kind to saves. If you need to restart, I recommend downloading the ZIP and extracting again.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **July 15, 2016, 04:59:37 am**

Quote from: NCommander on July 14, 2016, 11:29:08 pm

Quote from: Gwolski on July 14, 2016, 04:19:57 pm

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Be very careful. 23a is not kind to saves. If you need to restart, I recommend downloading the ZIP and extracting again.

yeah, the save got corrupted.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **July 15, 2016, 12:49:50 pm**

Quote from: Gwolski on July 15, 2016, 04:59:37 am

Quote from: NCommander on July 14, 2016, 11:29:08 pm

Quote from: Gwolski on July 14, 2016, 04:19:57 pm

Well stuff. I trippedover the power lead while playing, and it unplugged. Computer(it had a brokrn battery) shut down, and i forgot to backup saves. So, notes irrelevant. I'll power through the months, its no problem, but my detailed notes are useless. lesson learned: Watch the cables.

Be very careful. 23a is not kind to saves. If you need to restart, I recommend downloading the ZIP and extracting again.

yeah, the save got corrupted.

Ach, I'm sorry about that. 23a just eats saves nonstop.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **July 15, 2016, 03:33:58 pm**

Its not that bad, but it takes ages to do anything.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Fleeting Frames** on **July 16, 2016, 03:41:30 am**

catches up

Nice to see this still burning. An interesting fort with it's own charm. Usually, if a fort doesn't die in first year it manages to go on for quite a while.

And, oh NCommander, I've finally read what you referenced in Breadbowl...flooding the fort with magma to prevent !!dwarves!!...Then water...Then magma again. No obsidian farms, I guess.

Still, I'm surprised it worked.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **July 16, 2016, 04:05:19 am**

WHERE'S THE FUCKUNICORNS LEVER?! GOBLINS NEED TO BE WELCOMED ASAP!!

random lever pulling worked. The world burns again!

That is beatifull.... *wipes tear from eye*

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **July 17, 2016, 03:40:02 am**

Save uploading, write up writing up.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **July 17, 2016, 05:04:49 am**

Quote from: Fleeting Frames on July 16, 2016, 03:41:30 am

catches up

Nice to see this still burning. An interesting fort with it's own charm. Usually, if a fort doesn't die in first year it manages to go on for quite a while.

And, oh NCommander, I've finally read what you referenced in Breadbowl...flooding the fort with magma to prevent !!dwarves!!...Then water...Then magma again. No obsidian farms, I guess.

Still, I'm surprised it worked.

You missed the part where we already extinguished it twice (the only reason my turn was savedscummed is because the fort is unreclaimable due to 23a bugs). Also, 23a liquids don't act at all in a way you'd expect. At all. No obsidian casting in this version but you can intentionally cause caveins for more stone.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **July 17, 2016, 05:47:14 am**

save <http://dff.d.bay12games.com/file.php?id=12271>

writeup in progress

No migrants came, FUCKUNICORNS was used on goblins, I broke my own water system.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Fleeting Frames** on **July 17, 2016, 06:48:38 am**

Quote from: NCommander on July 17, 2016, 05:04:49 am

You missed the part where we already extinguished it twice (the only reason my turn was savedscummed is because the fort is unreclaimable due to 23a bugs). Also, 23a liquids don't act at all in a way you'd expect. At all. No obsidian casting in this version but you can intentionally cause caveins for more stone.

And then Gwolski lit the world on fire again. That's just how it goes.

I wonder how the cave-ins work with that multi-level plugin...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **July 17, 2016, 10:00:27 am**

I cant drain the moat, so ill cave in the channel that supplies it. I'll give instructions when i do writeup

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **July 17, 2016, 11:33:02 am**

Quote from: Gwolski on July 17, 2016, 05:47:14 am

save <http://dff.d.bay12games.com/file.php?id=12271>

Out of curiosity, I downloaded that save (only 2 living dwarves, lol) and attempted an abandon/reclaim, and it **worked** without crashing. It's possible the crashiness was a symptom of the fires, and now that everything's been extinguished it's stable again.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **July 17, 2016, 11:49:22 am**

Quote from: Gwolski on July 17, 2016, 05:47:14 am

save <http://dff.d.bay12games.com/file.php?id=12271>

writeup in progress

No migrants came, FUCKUNICORNS was used on goblins, I broke my own water system.

Oh goody. How the hell are you managing everything with only two dwarves?

Quote from: Quietust on July 17, 2016, 11:33:02 am

Quote from: Gwolski on July 17, 2016, 05:47:14 am

save <http://dff.d.bay12games.com/file.php?id=12271>

Out of curiosity, I downloaded that save (only 2 living dwarves, lol) and attempted an abandon/reclaim, and it **worked** without crashing. It's possible the crashiness was a symptom of the fires, and now that everything's been extinguished it's stable again.

Also: Woohoo! We don't have to be paranoid! Well, any less paranoid than usual...

In other news, 40d mods which involve dwarves dropping dwarfite when they die and kamikaze unicorns (they run at dwarves and then explode) are in progress!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Fleeting Frames** on **July 17, 2016, 12:31:58 pm**

Quote from: DolosusDoleus on July 17, 2016, 11:49:22 am

and kamikaze unicorns (they run at dwarves and then explode)

Doesn't that make unicorns less deadly, though?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **July 17, 2016, 01:18:10 pm**

Quote from: Fleeting Frames on July 17, 2016, 12:31:58 pm

Quote from: DolosusDoleus on July 17, 2016, 11:49:22 am

and kamikaze unicorns (they run at dwarves and then explode)

Doesn't that make unicorns less deadly, though?

Not if they're filled with deadly gas!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **July 17, 2016, 02:04:26 pm**

Woohoo, I'm still alive!

But seriously? No migrants? Did you get goblins all four seasons? I don't even see "No migrants ..." annoucements.

Kol 'NCommander III' Uristlaven is getting lonely :(

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Fleeting Frames** on **July 17, 2016, 02:05:13 pm**

Make the gas also hot enough to set dwarves on fire, otherwise 1 unicorn for 1 migrant is a bad trade for the unicorns.

Although it'd probably results in king burning *even sooner* this time around.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **July 17, 2016, 03:06:54 pm**

Quote from: Fleeting Frames on July 17, 2016, 02:05:13 pm

Make the gas also hot enough to set dwarves on fire, otherwise 1 unicorn for 1 migrant is a bad trade for the unicorns.

Although it'd probably results in king burning *even sooner* this time around.

It should be noted that due to the economy, 40d dwarfs are likely as flammable as their 23a counterparts.

Toady didn't make them have self-preservation at all until DF2010 as far as I can tell.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolfski** on **July 17, 2016, 03:36:49 pm**

i barely got anyhting done with the two dwarves. At least we didn't die of hunger.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **July 21, 2016, 11:01:16 pm**

I demand updoots

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolususDoleus** on **July 22, 2016, 10:55:56 am**

Gwolf, even if you did finish your turn, we need a writeup. I'm sorry, but if you can't give us one, I'll have to skip you. This is your third reminder now.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **snow dwarf** on **July 22, 2016, 07:30:52 pm**

My RL is shit, I think I wan't be able to play cause I'm going for a two week vacation. I thought that Gwolfski would be done a bit earlier and I would still be able to play after Imic, but well... :(

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolfski** on **July 23, 2016, 08:22:28 am**

Well, I'll try to write something. please wait.

edit:here goes.

It was a lonely evening, birds nesting in charred trees by a still lukewarm brook. The entrance halls of Boarpaints lay desolate, emitting small streams of smoke. Inside, a charred corpse with a glittering crown lay in a channel, among many others. Inside, two lonely dwarves milled about, trying to survive. The great magma flood that saved them ut them in this desolate, charred state.

Seeing how easily foes could enter the halls, work resumed on an old moat project. However, it was a unfavourable project from the start.

Then, peace was shattered by crude drums. Goblins! Seeing the moat empty, the enemy charged. Temporary doors in the entrance were battered down by a horde of trolls. The dwarves fled betond the river, barricading thetwo bridges. They had a few days' time untill the trolls finished smashingthrough the bedrooms and tombs.

The decision was clear: FUCKUNICORNS had to be used again. The lever was pulled. Magma spewed forth along the main channel, finally melting the glittering crown, sweeping the corpses blazing into the siege. The outside was scorched. However, goblins inside remained untouched. Clearly, there was a problem.

It appeared a fungal growth sprouted in the fertile ash, blocking off a small, but important passage. A miner had to go in and dig around it to save the fortress, but it was highly unsafe. Straws were drawn, and poor NCommander went to do the job. Just before carving out the final wall, he felt a familliar loop. (I messed up so badly with designations I could've broken the fort, so I reversed that final designation. I didn't want boarpaint to die unreclaimable) The wall sifted, and the pickaxe struck. With agility, NCommander leapt aside, and the blood of the mountain incinerated the vile forces of darkness.

After a period of reasonable peace, the moat was finally filled with water. However, when water had to be drained for maintanance, it didn't drain. An improperly mounted floodgate permanently breached the cave river. this had to be remedied. A large, unsafe area was mined out and supported by a rickety pillar, right above the canal. It was nearly ready, when the call of the cave swallow sounded through the fortress. Spring had arrived.

Right. Our only line of defense right now is the broken moat, which we can't drain, so we can't even leave the fortress. A cave-in is being prepared to collapse the channel. Bridges need to be hooked up. The magma machine should incinerate anyone who is not across the cave river. Good luck to the next overseer! We got no migrants. Population:2

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolususDoleus** on **July 23, 2016, 11:25:12 am**

I'll take it.

Snow dwarf, I'm guessing that you want to be removed from the turn list, yes?

Sending a PM to Imic.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Imic** on **July 23, 2016, 03:52:14 pm**

Im busy for the next twelve days, stick me at the bottom... Again...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 23, 2016, 03:56:08 pm**

Quote from: Imic on July 23, 2016, 03:52:14 pm
Im busy for the next twelve days, stick me at the bottom... Again...

Mmkay. Sending a PM to Dozebom.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **ApatheticExcuse** on **July 23, 2016, 05:04:28 pm**

Is it too late to sign up for this and/or the potential 40d game? I've never done an LP before but the last time I played DF before this week was in 40d and have a pretty good idea of what I'm doing in either version.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Arcvasti** on **July 23, 2016, 05:19:12 pm**

Quote from: ApatheticExcuse on July 23, 2016, 05:04:28 pm
have a pretty good idea of what I'm doing in either version.

Then I'm afraid you're just too competent. :P

In all seriousness, there's been a dearth of players lately. You could totally sign up.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **ApatheticExcuse** on **July 23, 2016, 05:27:56 pm**

Quote from: Arcvasti on July 23, 2016, 05:19:12 pm
Quote from: ApatheticExcuse on July 23, 2016, 05:04:28 pm
have a pretty good idea of what I'm doing in either version.

Then I'm afraid you're just too competent. :P

In all seriousness, there's been a dearth of players lately. You could totally sign up.

I'll prepare carefully by not bothering to read through the majority of this thread and go in blind. Should make up for my refusal to get with the times and upgrade to DF2010 (or 2014 or whatever we're on now).

Please put me down for a turn!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **July 23, 2016, 07:03:51 pm**

Quote from: ApatheticExcuse on July 23, 2016, 05:27:56 pm
Quote from: Arcvasti on July 23, 2016, 05:19:12 pm
Quote from: ApatheticExcuse on July 23, 2016, 05:04:28 pm
have a pretty good idea of what I'm doing in either version.

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In all seriousness, there's been a dearth of players lately. You could totally sign up.

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Please put me down for a turn!

Got it. To be honest, competent players are actually what this fortress needs. This is, assuming that Boarpaints survives another NCommander turn.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **July 23, 2016, 08:28:18 pm**

Quote from: DolosusDoleus on July 23, 2016, 07:03:51 pm
Got it. To be honest, competent players are actually what this fortress needs. This is, assuming that Boarpaints survives another NCommander turn.

I can't decide if I've just been complimented or insulted ...

And to be fair, I **did** save it from burning down ...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Mr Frog** on **July 23, 2016, 09:30:50 pm**

Quote from: NCommander on July 23, 2016, 08:28:18 pm
Quote from: DolosusDoleus on July 23, 2016, 07:03:51 pm
Got it. To be honest, competent players are actually what this fortress needs. This is, assuming that Boarpaints survives another NCommander turn.

I can't decide if I've just been complimented or insulted ...

And to be fair, I **did** save it from burning down ...

Nobody's questioning your DF skills, just how many deities and/or reclusive old gypsy ladies you've offended.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **July 23, 2016, 10:45:59 pm**

Quote from: DolosusDoleus on July 23, 2016, 03:56:08 pm
Quote from: Imic on July 23, 2016, 03:52:14 pm
Im busy for the next twelve days, stick me at the bottom... Again...

Mmkay. Sending a PM to Dozebom.

Wait, but if Imic can't do it, than I still have time to play!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Fleeting Frames** on **July 23, 2016, 11:26:41 pm**

Is ok, NCommander. My great-grandfather was a fireman, and you inspire us all to follow his example in safety procedures and handy extinguishers. Very few people intentionally set their homes on fire. In fact, most homes - even your homes - manage to go decades without burning down!

Quote from: snow dwarf on July 22, 2016, 07:30:52 pm

My RL is shit, I think I wan't be able to play cause I'm going for a two week vacation. I thought that Gwolfski would be done a bit earlier and I would still be able to play after Imic, but well... :'(

I thought you meant you won't be able to play?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **July 24, 2016, 01:00:29 am**

Quote from: Fleeting Frames on July 23, 2016, 11:26:41 pm

Is ok, NCommander. My great-grandfather was a fireman, and you inspire us all to follow his example in safety procedures and handy extinguishers. Very few people intentionally set their homes on fire. In fact, most homes - even your homes - manage to go decades without burning down!

I'm a retired firefighter (West Henrietta Fire Department, 2007-2011). Somehow, in knowing that I worked to stop fires, burning down Boarpaints makes it all the worse ...

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **July 24, 2016, 01:03:09 am**

Quote from: snow dwarf on July 23, 2016, 10:45:59 pm

Quote from: DolosusDoleus on July 23, 2016, 03:56:08 pm

Quote from: Imic on July 23, 2016, 03:52:14 pm

Im busy for the next twelve days, stick me at the bottom... Again...

Mmkay. Sending a PM to Dozebom.

Wait, but if Imic can't do it, than I still have time to play!

Oh. Well then. Sending another PM to Dozebom to get him stopped. Take that save and roll with it baby!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Fleeting Frames** on **July 24, 2016, 01:16:27 am**

Quote from: NCommander on July 24, 2016, 01:00:29 am

Quote from: Fleeting Frames on July 23, 2016, 11:26:41 pm

Is ok, NCommander. My great-grandfather was a fireman, and you inspire us all to follow his example in safety procedures and handy extinguishers. Very few people intentionally set their homes on fire. In fact, most homes - even your homes - manage to go decades without burning down!

I'm a retired firefighter (West Henrietta Fire Department, 2007-2011). Somehow, in knowing that I worked to stop fires, burning down Boarpaints makes it all the worse ...

...While you're still promoting fire-safe housing and design with these community fortresses, saying that we are inspired to follow your example feels off, somehow.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **July 24, 2016, 02:56:02 am**

Quote from: Fleeting Frames on July 24, 2016, 01:16:27 am

]...While you're still promoting fire-safe housing and design with these community fortresses, saying that we are inspired to follow your example feels off, somehow.

Things not to lead by example:

1. Arson

2. Getting into a land war in Asia

3. Playing Dwarf Fortress drunk

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **snow dwarf** on **July 24, 2016, 07:56:41 am**

Yupee starting playing tomorrow 8)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **snow dwarf** on **July 25, 2016, 07:57:13 pm**

OK so I did not start yesterday, and I will start today, but what I'm supposed to install again?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **July 25, 2016, 08:03:08 pm**

Quote from: snow dwarf on July 25, 2016, 07:57:13 pm

OK so I did not start yesterday, and I will start today, but what I'm supposed to install again?

Sorry, but what do you mean by "install again"? Do you mean DF, or do you mean the .exe file?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **snow dwarf** on **July 25, 2016, 09:36:04 pm**

Ah ok right, so I have to install the exe.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **July 25, 2016, 10:34:31 pm**

Quote from: snow dwarf on July 25, 2016, 09:36:04 pm

Ah ok right, so I have to install the exe.

Yeah, its a replacement with a bunch of bugfixes.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **July 28, 2016, 09:06:34 am**

So sorry, I played for a year, but I won't be able to upload the save cause I'm leaving in like 4 hours and I have to sleep.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **July 28, 2016, 12:08:59 pm**

we can wait. if you must, email it.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **August 02, 2016, 05:18:00 am**

Quote from: Gwolfski on July 28, 2016, 12:08:59 pm
we can wait. if you must, email it.

Actually I can't cause I'm already away from my computer. Sorry :'(:'(:'(:'(:'(:'(

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **August 02, 2016, 10:43:01 am**

Quote from: snow dwarf on August 02, 2016, 05:18:00 am
Quote from: Gwolfski on July 28, 2016, 12:08:59 pm
we can wait. if you must, email it.
Actually I can't cause I'm already away from my computer. Sorry :'(:'(:'(:'(:'(:'(

Sooo do you have a writeup ready? Is your year over? Can I get a little more context?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **ApatheticExcuse** on **August 04, 2016, 03:48:56 pm**

Not to be pushy, but...

push

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Fleeting Frames** on **August 05, 2016, 01:40:14 am**

Quote from: ApatheticExcuse on August 04, 2016, 03:48:56 pm
Not to be pushy, but...

push

mixed message received and ignored

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **snow dwarf** on **August 05, 2016, 08:49:06 am**

Quote from: DolosusDoleus on August 02, 2016, 10:43:01 am
Quote from: snow dwarf on August 02, 2016, 05:18:00 am
Quote from: Gwolfski on July 28, 2016, 12:08:59 pm
we can wait. if you must, email it.
Actually I can't cause I'm already away from my computer. Sorry :'(:'(:'(:'(:'(:'(

Sooo do you have a writeup ready? Is your year over? Can I get a little more context?

I could get a writeup but it will not matter cause I can't upload the save.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Fleeting Frames** on **August 05, 2016, 09:19:02 am**

If that's a temporary inconvenience, it would nonetheless be entertaining, though with lack of pictures there'll be a challenge on that front. Remember, most of us merely read what overseers report - only 1 takes the next turn.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **ApatheticExcuse** on **August 05, 2016, 11:26:06 am**

Quote from: Fleeting Frames on August 05, 2016, 09:19:02 am
If that's a temporary inconvenience, it would nonetheless be entertaining, though with lack of pictures there'll be a challenge on that front. Remember, most of us merely read what overseers report - only 1 takes the next turn.

Agreed on that.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **August 05, 2016, 11:32:47 am**

Quote from: ApatheticExcuse on August 05, 2016, 11:26:06 am
Quote from: Fleeting Frames on August 05, 2016, 09:19:02 am
If that's a temporary inconvenience, it would nonetheless be entertaining, though with lack of pictures there'll be a challenge on that front. Remember, most of us merely read what overseers report - only 1 takes the next turn.

Agreed on that.

^^this. Writeups are always good, even if there is no save.

And also I'll now send a PM to the next guy.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **August 06, 2016, 09:59:43 pm**

Dozebom didn't respond. Sending a PM to NCommander.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **August 07, 2016, 02:52:04 am**

Um, can I be pushed back a slot? I don't have the DF mojo right now.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **August 07, 2016, 11:20:04 am**

Quote from: NCommander on August 07, 2016, 02:52:04 am

Um, can I be pushed back a slot? I don't have the DF mojo right now.

Sure. Sending a PM to the next guy.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Imic** on **August 08, 2016, 06:06:59 am**

Nope. I'm busy. Soz. Eject me from the turn list entirely please.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Fleeting Frames** on **August 08, 2016, 06:17:00 am**

Well...Good luck, NCommander?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **August 08, 2016, 07:07:11 am**

i'd be willing to take another turn

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **August 08, 2016, 08:52:04 pm**

NCommander wanted to be pushed back, so... next guy! I'll slap KingMurdoc on the list too.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **ApatheticExcuse** on **August 09, 2016, 01:01:39 am**

This is a lightly burnt leather bound book. It looks out of place amidst it's surroundings, perhaps because the pages are made from materials you don't recognize. It appears to be a journal of some kind, but the first half of the pages are missing.

...I ran through the lichen coated caverns, ducking roots and oversized insects alike. The entrance had been sealed by the giant, sonofabitching boulder that had crashed through the temple when I picked up the idol - of that I was certain - so my only hope was to simply escape my pursuers, then try to find some crevice or collapsed sinkhole that would lead back to the surface. The laughter of the dark wizard echoed behind me, seeming to keep pace with my frantic footsteps.

I should have known better than to have come on this expedition. "You can't instruct archeology and lore unless you've spent some time witnessing it first hand," my idiot superior had said, "I'm leading a small outing to some ruins in the Hills of Loathing. You should come along - you may just learn something." I tried some well-reasoned arguments as to why my place was here, but he'd have none of it. Sure didn't make me feel too badly for him when he pulled the wrong lever at the Second Seal and got dropped into a pit to whothefuck knows where.

So anyway, here I was, the last survivor of our simple, small outing, running for my life through ruins older than the Mountainhomes, demons and zombies and the devil knows what else hot on my tails. I had nearly lost hope when I rounded a corner and slammed face first into possibly the most frightening looking slab of adamantine I'd ever lain eyes on. Admittedly, it was the only adamantine I'd ever laid eyes on, but let's not get muddled up in the little details. I rebounded off it like poor Urist had off the whirling minecarts that had assailed us at the entrance to the Third Seal, and felt a tingle of energy roll through my body as I landed unceremoniously in the dirt. Recovering, I finally reopened my eyes (they were closed because I was worried about the dust I'd stirred up getting in them, not because I was absolutely terrified I'd just run in to some forgotten beast and was about to meet my end), and took in the glory of what was in front of me full on.

I do not exaggerate when I say it was a truly horrifying sight. Whatever hands had worked the metal were surely not Dwarven, for it was covered in grotesque visages quite unlike those found in even the most depraved of fortresses. It took me several moments of inspection to realize that this was not merely a giant piece of the world's most valuable metal simply left here willy nilly, but infact, it was a massive door.

It was at that moment I realized I'd been unable to hear my pursuers for several minutes - mostly because the cacophony of their pursuit suddenly resumed. It occured to me that they must nearly be upon me, and that the devil I knew was likely far, far worse than the devil I didn't in this instance. Unless something far worse was on the other side of this portal, it seemed I would be safe there - even these foul monsters could not penetrate adamantine. Taking a deep breath, I reached into the mouth of one of the vile icons on the door, where I somehow knew a handle must be found, and pulled. The door opened with almost supernatural ease, and with far less hesitation than, in retrospect, I should have had, I stepped through it into the darkness. I last remember hearing the laugh of the necromancer sounding around me, and then I was falling, and falling, and falling.

I don't know how long I fell for. I'm sure I ~~passed out from fear~~ it was a while, as I eventually grew bored, and decided to take a nap. I'd need my strength for whatever awaited me at the bottom, assuming I survived the fall. I was awoken not by the wet crack of my legs shoving themselves into my chest cavity, but by the gentle sunlight and calm air of the above ground.

Two things quickly became apparent to me - something was very, very different about the sky here. I still can't quite place my finger on it, but it's somehow... less than the sky I know. The second was that the calm air had a decidedly unpleasant stench to it, that of unwashed dwarves, stale ponds, and dead trees, all mixed with the slightest hint of sulfur. Looking around, I realized I was at the foot of possibly the largest cliff I have ever seen - it seemed to stretch forever into the dull sky. My hopes leapt as I noticed a bridge leading into the cliff face, showing the telltale signs of sturdy dwarf construction. I ran towards the fortress, overjoyed at having landed so fortuitously infront of my salvation.

"YOOPT! YOOPT! WUH YOPT WAN?" The cry came from directly in front of the entrance, more specifically from one of the filthiest, most pathetic looking dwarves I've ever seen. "WUH YOPT WAN? I RUN!" Before I could say a word, he dropped his load of stones and fled back into the fort. I was puzzled, to be frank, and decided that it would be more prudent to sit and wait to see if he came back than to follow him inside, lest there be something amiss in the fort. I was about to get up and make my way inside when the dwarf reappeared, a slight less pathetic if no less filthy companion following cautiously behind him.

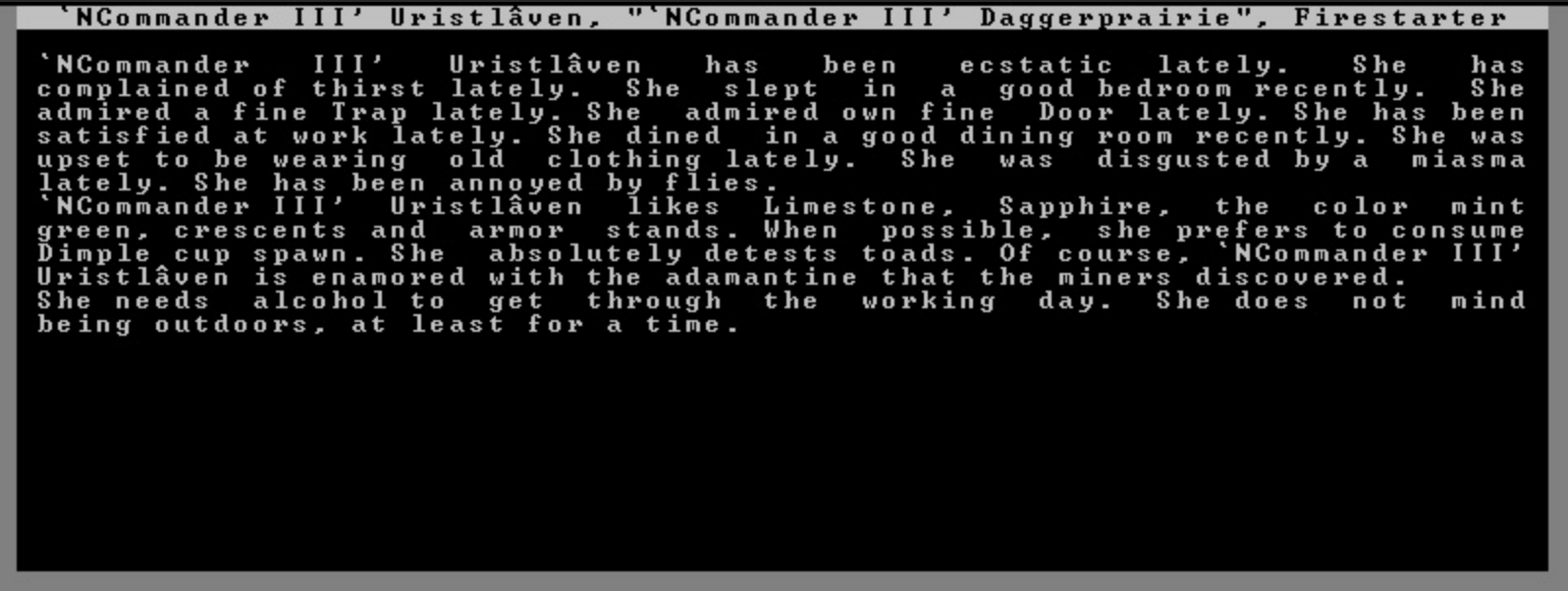
"Good day, sirs.." I began, but was quickly cut off by the second dwarf.

"Oi, yeh moron. That's not a goblin. That's a fancy dwarf. One what bathes and eats sometimes." he barked to the first dwarf, swatting him on the back. "Git back to loading them stone traps or we'll both be troll food." The first dwarf scampered away, stopping only to pick up his load of stone. "Yeh gotta to excuse him. He ain't quite right in the head. Dunno what happened meself, but I think 'e took a good whack to the noggin while setting one of them traps."



"I see, it's quite alright." I replied. "I appear to be a little lost, good sir. Could you by chance tell me where we are?"

"Ya mean yeh don't know? Yeh don't know about the best fortress ever to grace dwarfdom?! Yer at BOARPAINTS, ya fool. We've got the finest of doors, traps, and dining rooms in all the kingdom, not to mention the finest of dwarves, if I do say so meself. We've even got some of the finest of the fine admantine! I truely am ecstatic to live in such a wondrous place."



I let out a breath I hadn't realized I was holding. Fine goods, fine company, and even glorious adamantine. Truely, I'd found a sanctuary. "Thank Litsat I've found your fortress. You must muster your forces and bar your fine doors, for I may have been persued here by a deadly foe!"

The dwarf glanced over my shoulder in a disturbingly unconcerned fashion. "Yeh mean them unicorns? Don't worry much about that, they know to stay away from here. DON'T YEH, YEH STUPID BASTARDS!"



((OOC: About four pages of that.))

I whirled around, trying to figure out who exactly he was yelling at, but saw nothing. It was beginning to occur to me that my welcoming party was perhaps playing some kind of joke on me.

"My good dwarf, this is of the utmost seriousness. I have reason to believe that I'm being pursued by a necromancer and his minions, and they could be..."

"Well, I dunno anything about that. Why don't yeh come have a drink and calm yer teats?"

"SIR," I was beginning to grow annoyed, "If you don't have any interest in defending the fortress, then point me to your guard Captain. This is no laughing matter."

"Can't," he replied, "dunno where we stuck him anymore."

"What?"

"E's over there someplace, but I dunno which one no more." he gestured behind him vaguely. "I'm off to find me that drink."

With nothing else to do, I followed him into the fort. The only words I could truely find to describe what awaited me inside are simple: WHAT THE UTTER FUCK HAPPENED HERE? The halls were a mess, items and bone strewn about, and utterly deserted. We passed workshops, quarters, and stores, which in any other fort would have been bustling with life, but here were decrepit, empty, and coated with a thin layer of ash and dust, betraying how long they'd been silent. I did not have much time to take in my surroundings as my guide moved at a brisk pace, and for that I was almost thankful. Finally, we arrived at what I took to be the dining room, and my host produced two mugs of some foul brew that resembled liquor seemingly from thin air.

"There now, much better," he said, taking a swig, "Now tell me why yeh are so worked up again."

I gave him a quick recount of the events that had led me here, during which he nodded and hummed as though he held complete

comprehension and that what had happened to me was a simple part of daily life. After I finished, he took another pull of his drink.

"So, yeh say yeh fell. No wonder yeh's so loopy. I meself get pretty shook up sometimes too, always trippin' over all this shite and fallin' on me face." He kicked away one of the many empty mugs littering the floor, as if for emphasis.

I sunk my face into my hands. "No, I mean I fell as if through some kind of magic portal. When I awoke, here I was."

He smiled knowingly. "Yeh, I know all about how falling can seem magic, and about wakin' up some place I wasn't before. Why, just the other day I had a little much of the ol' spirit here and nearly tumbled in the chasm. Woke up OUTSIDE of all places. Dunno what happened there."

I had pretty much given up on this particular conversation. "I see. Say, is there by chance a doctor here I could speak to? I think I may have hurt my head during the fall."

"Doctor? Well, I dunno anything about that."

"You know, a medical professional? The fellow who helps the sick?"

"Oh. Well, I gotta bucket and some water if that'll make you feel better. It's what we usually do for fool dwarves who've gotten themselves sick."

Ugh. "How about your mayor? Surely he might be able to shed some light on how I got here."

"OH!" he exclaimed, "Yeh, we had one of them. Think e's over near the guard cap'n, if'n you can find him." He gestured behind him vaguely again. It finally dawned on me that he was gesturing to one of the many coffins that lined the dining room in a rather morbid form of decoration.

"Wait, you mean to say he's dead? And buried right next to where you eat?!"

"Well, I know e's a deadie. I dunno if e's in one of these, or over there," he pointed back at the way we'd come, "or over there," he pointed behind him, "or someplace else I's forgot. E's around somewhere though, 'less 'e burned up. Dunno what good it'll do yeh to find him though."



"What about your manager?"

"Dead."

"Your trader?"

"Dead."

"A NOBLE, EVEN?"

His face lit up. "OH YEAH. They's dead too." He grinned slightly disturbingly.

"Well, you said you had the finest of dwarves here. Where are they?"

"Well, I's here still, and I's about the finest folk I've ever met, if I do say so meself. And ol' Loopy ain't so bad, even if he ain't much for conversation."

"Wait, are you saying everyone else is dead?"

"Yup. Gotta couple-a horses here someplace, and a whack of them goblin invaders caged up somewhere too, but 'sides that it's just me an' Loopy."

What. The. Fuck. "WHAT THE FUCK. HOW DID THIS HAPPEN?" I'm not ashamed to admit that I was beginning to lose my grip. The story he told didn't help, and I'm fairly sure I was in shock for most of it. I did catch mention of killed unicorns, never-ending sieges, and some kind of horrible, horrible event involving fire, followed by a massive flood. When I came back to reality, he was just finishing his tale.

"...and that's why I ain't ever gonna touch one of them levers again." he slugged down the last of his drink. "Anyway, think that about covers it. So now it's just Loopy, them horses, and meself."



"Holy goddess. Why didn't you just dig up, away from the fires?" My mind was reeling. There's no way this disaster could have actually happened.

"Up? Yeh mean north? We done that. How'd yeh think we got the pretty magma out to kill the unicorns?"

"No, up! As in towards the sky!" I gestured at the crude ceiling above us. It suddenly occurred to me that I'd seen no upwards stairs, or anything leading to the passages that were surely below us.

"HAH!" he bellowed out a laugh, "That'sa good joke. Yeh can't dig the sky."

"No, I mean..." I struggled to think of a way to explain such a simple concept. "When you dig mines, you dig down. When you dig to escape something below you, such as whatever the fuck happened here, you dig up, which is the opposite."

He thought for a moment, then looked at me with a soft smile, as if I was a child or a simpleton. "Yeh know, yeh can dig mines north and east too, not justa the south. Yeh can even go to the west a ways if you start far enough back towards the east."

The conversation carried on this way for a while, but I could not seem to get him to understand the basic concept of three dimensional space, be it through examples of simple illustrations. Finally, it was as though a lightbulb came on, and he lept up without a word, dashing down the hall. Shortly he returned with a charred piece of parchment.

"'Ere it is! Yeh ain't the first to talk about these "ups" and "downs". He thrust the parchment under my face. A quick glance revealed it to be a journal of some kind, but he quickly whisked it away again and continued "And now 'ere you are, and we can get the fort up into fort-shape again!"

After he calmed down, he explained that there had previously been several dwarves present who'd understood the concept of three dimensions, as well as being unsure as to how they'd arrived, and that they'd been elevated to a position known as "Overseer", responsible for the direction of the fortress. Under them, it had prospered.

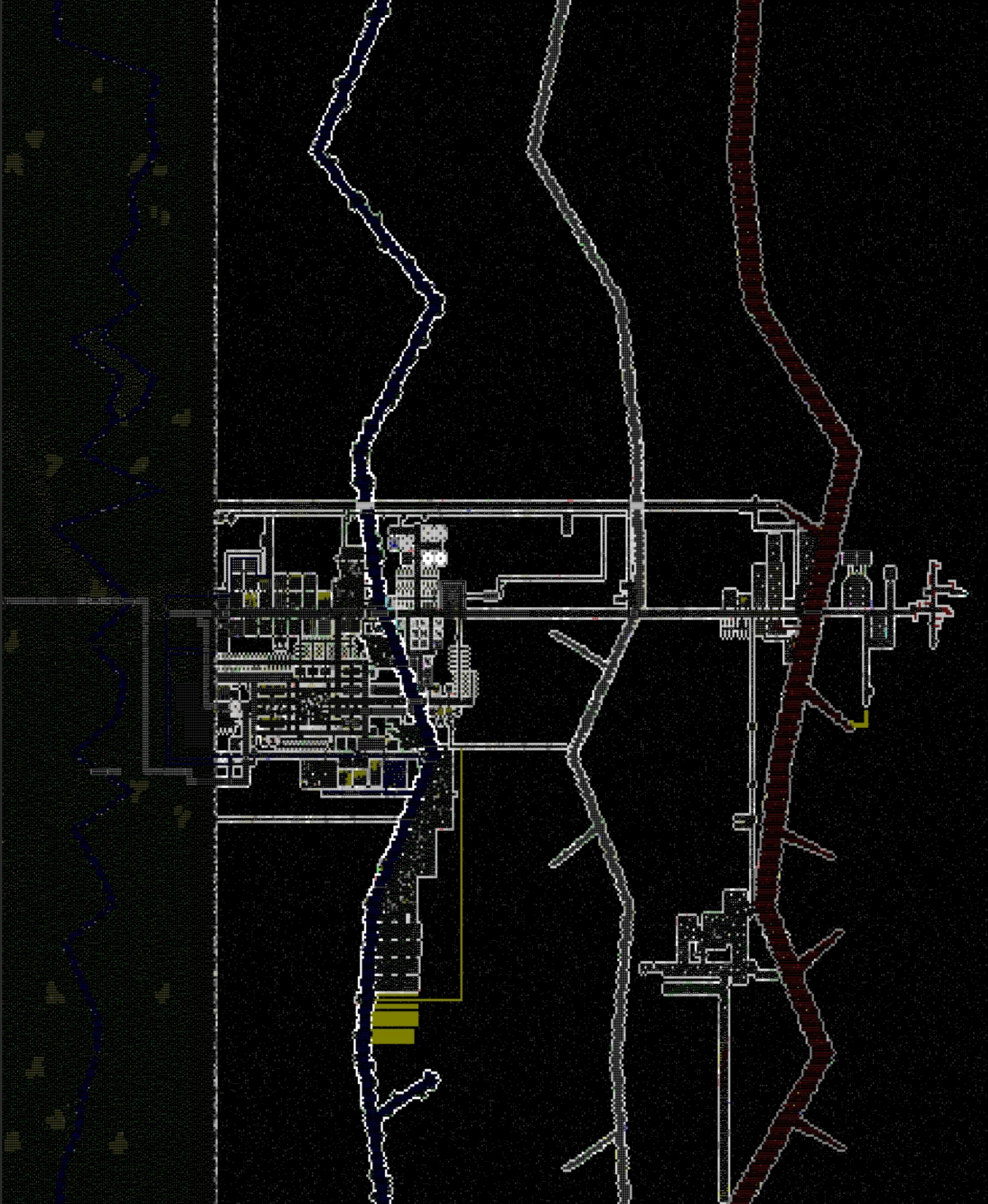
"Least till I got into them levers." My host looked sheepish. "Anyway, ways I see it, yeh can be the overseer and fix the troubles we've been havin'."

And so, I somehow found myself the Overseer of Boarpaints, in charge of a brain damaged simpleton who I was told was a farmer of some sort, and likely the most obnoxiously optimistic leather worker I'd ever encountered. Untill I could ascertain what had happened to me, it seemed to be as good a position as any to be in. My first act was to take count of exactly where the fortress stood in terms of supplies.

| City Düstiklogem, "Boarpaints" | | | | 1st Granite, 1064, Early Spring | | | | | | | |
|--------------------------------|--|---------|-------|---------------------------------|-----------------|---------|------|-----------------|-----------------|------|------|
| Animals | | Kitchen | | Prices | | Justice | | | | | |
| Created Wealth: | | | | Population: | | 2 | | | | | |
| You need a Bookkeeper. | | | | Miners | | | None | Axedwarves | | None | |
| | | | | Carpenters | | | None | Axe Lords | | None | |
| | | | | Masons | | | None | Swordsdwarves | | None | |
| | | | | Trappers | | | None | Swordmasters | | None | |
| Trade Information: | | | | Metalsmiths | | | None | Macedwarves | | None | |
| | | | | Jewelers | | | None | Mace Lords | | None | |
| You need a broker. | | | | Craftsdwarves | | | None | Hammerdwarves | | None | |
| | | | | Nobles | | | None | Hammer Lords | | None | |
| | | | | Peasants | | | None | Speardwarves | | None | |
| | | | | Children | | | None | Spearmasters | | None | |
| | | | | Fisherdwarves | | | None | Marksdwarves | | None | |
| Food Stores: | | | | Farmers | | | 2 | Elite Mrksdwrvs | | None | |
| Meat | | None | Seeds | 366 | Mechanics | | | None | Wrestlers | | None |
| Fish | | None | Drink | 70 | Trained Animals | | A | None | Elite Wrestlers | | None |
| Plant | | 452 | Other | 36 | Other Animals | | A | 9 | Recruits | | None |

My second act was to sketch out a quick map of the fortress, with the help of my new companion NCommander, who despite his exuberance and seeming ignorance of the situation we were in, proved surprisingly familiar with every inch of the fortress itself.

[Spoiler](#) (click to show/hide)



My third act was to get some rest. I was going to be very busy for the foreseeable future.

((OOC: This post is *gameplay light* because I'm going to need a bit of time to figure out what the fuck is going on in this place. The pictures do not do this place justice - to put it bluntly, this is a beautiful, terrifying clusterfuck of a fort and I'm pretty sure touching anything at this point will result in killing the two guys who are left - BTW, if anyone wants to be dwarfed, there's a perfectly good braindamaged invalid staggering around and I'd be happy to oblige. Tomorrow, I'm going to work on figuring out the godawful mess of levers going on here, then I think I'm just going to lock everyone behind the river and wait for migrants. I might even break down and read the thread because I have no idea how else I'm going to figure out what's going on here.))

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **August 09, 2016, 04:29:28 am**

let me explain a bit. During NCommanders turn, demon attacked and set fire to everything. NCommander proceeds to flood the world with magma to put out tha fires, and then water and magma again. Two dwarves remain

My turn, I try to get thos place together. Goblins siege. I have to reactivate the magma flood, but it is broken becasue of a tree. A very risky operation is carried out and the problem fixed. Next, I try to get the water moat working properly. It turns on , but doesn't turn off. I start making a cave in are on the supply channel. Spring arrives.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **August 09, 2016, 12:51:54 pm**

I love the fact that I left such a large impact (crater) behind that a full year later in-game we still haven't managed to get past two dwarfs and that FUCKUNICORNS left pages of fucked unicorns in the unit list.

It's possible the "u" list is full which is why we're not getting migrants. It can be cleaned with DFHack-23a which I'll do on my next turn if the place is still standing.

Title: Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)

Post by: **ApatheticExcuse** on **August 09, 2016, 05:14:30 pm**

I would have guessed the massive death toll was why no one is showing up (much as what amounts to a purpose designed giant firey death trap seems like a pleasant vacation destination), but if my turn runs by without a 'no migrants' message or similar showing up then that might be the way to do it.

Your unicorn fuckage was pretty effective, to say the least, and I can't currently find a single one alive on the map.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **KingMurdoc** on **August 09, 2016, 06:21:18 pm**

So technically my project worked.

Title: Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)

Post by: **NCommander** on **August 09, 2016, 06:30:55 pm**

Quote from: KingMurdoc on August 09, 2016, 06:21:18 pm

So technically my project worked.

I just had to bless it with bits of king in the barrel. There's nothing a royal corpse can't make better.

Title: Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)

Post by: **Quietust** on **August 09, 2016, 06:37:22 pm**

Quote from: NCommander on August 09, 2016, 12:51:54 pm

It's possible the "u" list is full which is why we're not getting migrants. It can be cleaned with DFHack-23a which I'll do on my next turn if the place is still standing.

Migrants don't stop until the "u" list contains **3,000** units, and I highly doubt there have been that many units (it can take *decades* to reach that point).

It's more likely that migrants have been scared off by the number of dead dwarves, especially the Nobles.

Title: Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)

Post by: **NCommander** on **August 09, 2016, 09:45:13 pm**

Quote from: Quietust on August 09, 2016, 06:37:22 pm

Migrants don't stop until the "u" list contains **3,000** units, and I highly doubt there have been that many units (it can take *decades* to reach that point).

It's more likely that migrants have been scared off by the number of dead dwarves, especially the Nobles.

Decades seems high. If we burn an entire wave of migrants, that's 40 dwarfs going up in smoke. Goblins have sent on average 20-30 per wave. Assuming an annual average of 200 units entering the map and expiring, we should start to see migrants stop appearing about 10-15 years in.

Does that even work correctly in this version? I know the game is supposed to compare the number of dwarfs who died in a season (or year?), and have thresholds on determining which of the immigration messages are supposed to play, but we haven't even gotten "The fortress attracted no migrants", let alone "None dared venture to such a deathtrap of a fortress ..."

Title: Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)

Post by: **ApatheticExcuse** on **August 09, 2016, 10:05:21 pm**

Several days have passed, and I've concluded that there is no way for me to tell where I am. I attempted to get my bearings via the night sky, but found to my astonishment that there are no stars here - the nighttime sky is simply a flat, black abyss looming above us. It appears as though I won't be leaving any time in the near future, and that I will indeed be forced to "oversee" this fort for the time being.

Unfortunately, I must admit that my tenure as overseer has thus far been fairly unproductive. While we are well stocked on food and have sufficient drink to last the three of us for the near future, I am at a loss as to what can be done to truly help the fortress regain it's footing. Besides the food stocks, neither of the other dwarves seem to have any idea as to what other stocks are available to us. If the situation was more stable, I would appoint one of them to the position of record keeper and attempt to sort the mess out. Either way, without knowing what we have, I'm unsure as to what needs doing, or even how to get it done. Perhaps if I had more dwarves, or at least more functional dwarves.

NCommander has been assigned to brew several more bushels of plump helmets into something more palatable than the current swill that is available, but even that feels like a fairly worthless gesture. The sole other resident of Boarpaints seems to have truly lost his wits - he has spent several days now lugging the same few stones around, and when asked what he is doing, he simply screams "IMMA LOADA TRAPS!". Unfortunately, he seems to be unable to fulfill his task, and instead continues pushing around rocks in the large pile near the entrance. NCommander informs me that he has been stuck in this tragic loop for quite some time.



I myself have made a truly astounding discovery.



Aqueducts! Long forbidden throughout the world under penalty of death, the dwarves here seem to have made extensive use of them in their works. When I questioned NCommander about how they had managed to rediscover this dark technology, he simply shrugged and gave me his usual "I dunno anything about that" response. Apparently, whatever civilization these dwarves belong to has never outlawed these evil constructions, nor have they heard of their taboo status elsewhere. Having now spent some time studying their design, I myself have concluded that there appears to be no real reason for them to be forbidden - they are simple constructions of stone that don't seem to radiate the malice which is attributed to them in legend.

It has made me think, though - where do I find myself if the culture here is so truly different? Aqueducts, no knowledge of the third dimension, a flat black sky at night, and a flat blue one in the day - it's almost as though I've been thrown across space and time and into another universe. Curious.

Besides pondering my predicament, I've also spent some time inspecting the fortress' defenses. It appears as though the dwarves here had very mixed ideas about a suitable defensive system - corridors filled with traps snake through the face of the mountain, most appearing to have no real purpose and to have been sealed off by successive mining operations. There is one that concerns me, however:



It appears as though this is simply an otherwise pointless corridor that is barred only by two sturdy doors. While this will thwart our more feeble foes such as goblins, it would be no match for a creature such as a troll, or a necromancer's minions, should they have managed to follow me here.

I asked NCommander as to how they'd survived for over a year without an effective trap system, logical defenses, or even the semblance of a militia. "Oi, that's simple!" he replied, "All we's gotta do when the gobbos show up is turn on the pretty magma machine."

"Magma machine?" I enquired.

"Yup. I keep on forgettin' that yer new here. We gotsa great weapon here. Some of the lads called it "FUCK UNICORNS", 'least before it also fucked them and everyone else 'round here. Levers, I tell yeh."

"So wait, how does this machine work?"

"Easy. Yeh see the goblins, yeh pull the lever, yeh hide someplace safe, and then yeh don't see the goblins no more. 'Course, FUCKUNICORNS has a couplea leaks, so before yeh go back outside, yeh gotta turn on the OTHER great weapon we gots."

"Which is.....?"

"Well, the boys called that one FUCKFIRE 'fore it decided to fuck a bunch o' them. Wasn't me that time, I swear it. Anyway, yeh pull the lever, out comes the water, and all the fires go out, nice and easy."

"Uhuh." I made a mental note not to touch any levers while I was here. "So, which lever turns this machine on, and which puts it out?"

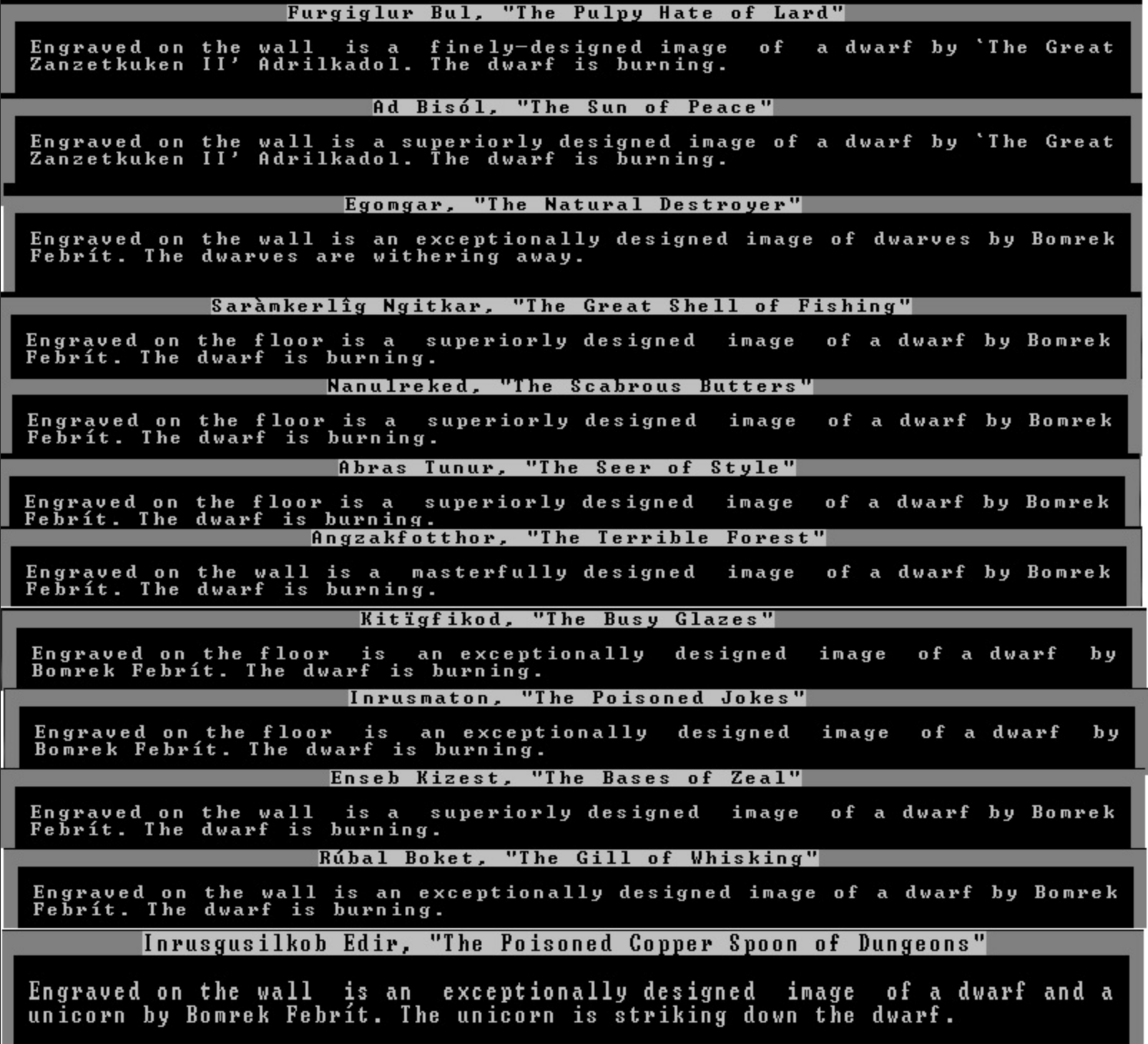
"Ah, well, that's an easy one too. The lever yeh want is the white one."



((("Yeah, pretty sure it's the white one."))

"Or was it the grey one? Don't matter. Most of the levers do somethin' terrible, far as I recall."

I made a mental note to send Loopy out to pull all the levers in the event of an attack, while I hid in my room like an elf. I had been spending my evenings utilizing my archeological experience to explore the meanings behind the engravings around the fortress. There were many different cultural symbols to be found, as well as the expected items such as cheeses and pets, but the vast majority of the engravings were a somber testament to the success of the FUCKUNICORNS machine - or rather, a harsh warning as to the costs of deploying it:



((OOC: x 1 million))

As you can see, there was also even a single engraving attesting to the unicorns the weapon had been built to combat. Whether or not they were truly as terrifying as required to justify the holocaust that had occurred here is something better left to men more philosophical than I to determine.

Anyway, there is work to be done, and I should not be using my time in such an idle fashion!

((OOC: Ok guys, I need a little help here. I have no idea what's up with all the levers, and I consistently get a Siege on literally the fifth day, before I've had time to play with them and see what happens. I also get elves on the second day, who I'm sure will be happy to see a nice friendly wall of magma coming for them. Migrant chance ruining fuckers. Anyway, without knowing where the proper lever is (or the one to raise the river bridge so that I can hide behind that), I'm pretty sure the couple of traps they might conceivably pass through on their way to slaughter poor NCommander III and company won't do anything against them. Help please!))

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **August 09, 2016, 10:08:54 pm**

There's a crypt with four levers past the cave river like this:
!
!!!

Pull the upper right one to start the magma flow, and the center one to fire. I think. Goblins can't get through locked doors in this version, and I don't think building destroyers can either. And yeah, that entrance way was dug by yours truly cause the old one was on fire. Also, don't use fuckfire, its built wrong and will flood. FUCKUNICORNS was fixed **not** to flood the main fort. I did that intentionally to put the fires out by removing a door. I put it back before my turn was over.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **ApatheticExcuse** on **August 09, 2016, 10:20:47 pm**

IIRC trolls can come through doors just fine.

Anyway, that's reassuring, haha. Should be able to work with this.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **August 09, 2016, 10:27:13 pm**

Quote from: ApatheticExcuse on August 09, 2016, 10:05:21 pm
Whether or not they were truly as terrifying as required to justify the holocaust that had occurred here is something better left to men more philosophical than I to determine.

I can't wait until he comes across the fact that the annihilation he knows about is merely the latest one rather than the only one.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **ApatheticExcuse** on **August 09, 2016, 10:29:08 pm**

Quote from: Zanzetkuken The Great on August 09, 2016, 10:27:13 pm
Quote from: ApatheticExcuse on August 09, 2016, 10:05:21 pm
Whether or not they were truly as terrifying as required to justify the holocaust that had occurred here is something better left to men more philosophical than I to determine.

I can't wait until he comes across the fact that the annihilation he knows about is merely the latest one rather than the only one.

He'll logic it out when he realizes that someone else had to have still been around to engrave all this and that something had to happen to

them, I think.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **August 09, 2016, 11:03:46 pm**

Quote from: NCommander on August 09, 2016, 09:45:13 pm

Quote from: Quietust on August 09, 2016, 06:37:22 pm

It's more likely that migrants have been scared off by the number of dead dwarves, especially the Nobles.
Does that even work correctly in this version? I know the game is supposed to compare the number of dwarfs who died in a season (or year?), and have thresholds on determining which of the immigration messages are supposed to play, but we haven't even gotten "The fortress attracted no migrants", let alone "None dared venture to such a deathtrap of a fortress ..."

I'll have to look over the migrants code again, but I'm pretty sure that deaths do impact migrant wave sizes - it just don't *display messages* when it happens.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolski** on **August 10, 2016, 05:26:54 am**

Errr... I modified FUCKUNICORNS to flood the fort up too the cave river. Goblins and trolss got in..

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Fleeting Frames** on **August 10, 2016, 05:50:07 am**

Quote from: ApatheticExcuse on August 09, 2016, 10:05:21 pm



((("Yeah, pretty sure it's the white one."))

Ahahahahaha. Does this game version have Notes? It reminds me of Splint deleting all the notes on all the levers in the necrothreat succession to mess with future overseers.

Though merely building a room full of unlinked grey levers will do that.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **August 10, 2016, 06:26:06 am**

Quote from: Fleeting Frames on August 10, 2016, 05:50:07 am

Does this game version have Notes?

It does not - they weren't added until version 0.28.181.39d (no doubt due to incidents exactly like this one).

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **August 10, 2016, 10:59:07 am**

you have no idea of the sounds these updates are causing me to make as I cackle about the results of my project

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **ApatheticExcuse** on **August 10, 2016, 11:03:28 am**

Quote from: Quietust on August 10, 2016, 06:26:06 am

Quote from: Fleeting Frames on August 10, 2016, 05:50:07 am

Does this game version have Notes?

It does not - they weren't added until version 0.28.181.39d (no doubt due to incidents exactly like this one).

Back when I played this version regularly, I found the only way to keep track of all my shiznat was to build coffins above my levers, rename a dwarf to whatever the function of the lever was, and make it their tomb.

"This is the final resting place of FrontGate Dwarfson."
"This is the final resting place of MagmaForges Sobek"
"This is the final restingplace of DONTPULLTHATITKILLSUS McDwarf"

Notes are a good feature.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **August 10, 2016, 06:23:03 pm**

i love how people in this fort thought one extremely flawed flooding device wasn't enough, so they built another extremely flawed flooding device that has to be cleaned up using the first one, which has itself been modified at least twice (once to fix it flooding the fort, and then again to. . . make it flood the fort again. We're good at this.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **August 10, 2016, 10:29:40 pm**

Quote from: Quietust on August 09, 2016, 11:03:46 pm

I'll have to look over the migrants code again, but I'm pretty sure that deaths do impact migrant wave sizes - it just don't *display messages* when it happens.

I just analyzed 0.23.130.23a's migrant code - the "target population" is based on total wealth, explored tiles, and deaths over the past 5 years (with nobles carrying an **enormous** penalty, a dead King counting **10,000** times as much as a normal dwarf). Once you discover Adamantine, though, the above calculations are discarded and your target population is unconditionally *equal to your population cap* - dwarves love it so much that they *don't care* that your fortress is a cursed deathtrap.

After that, it compares the "target population" with your last reported *current* population to figure out how many migrants to send, and then it limits that based on the size of your (u)nits screen.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **August 11, 2016, 08:57:52 pm**

Finally got around to reading the updates now, and I'm laughing my ass off.

Also quietust: when does the game calculate last reported population? Is is done automatically or is it done when the dwarven caravan comes?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **ApatheticExcuse** on **August 11, 2016, 09:14:27 pm**

Quote from: DolosusDoleus on August 11, 2016, 08:57:52 pm

Finally got around to reading the updates now, and I'm laughing my ass off.

Also quietust: when does the game calculate last reported population? Is is done automatically or is it done when the dwarven caravan comes?

I'll hopefully have another one done up tonight or tomorrow. Oddly, I'm finding more time to play at work then at home right now, so it's kinda messed up my original "get it done quick for you guys" schedule.

I hope to Jeebus it updates automatically. I'm not too sure we're going to have a caravan get through the inevitable wall of flaming death that accompanies sieges.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **August 11, 2016, 09:43:54 pm**

Quote from: KingMurdoc on August 10, 2016, 06:23:03 pm

i love how people in this fort thought one extremely flawed flooding device wasn't enough, so they built another extremely flawed flooding device that has to be cleaned up using the first one, which has itself been modified at least twice (once to fix it flooding the fort, and then again to. . . make it flood the fort again. We're good at this.

To be fair, we had legitimate reasons for all of this, but I can't help but think we need a door and a lever to control if the inner fort gets flooded or not. Maybe upgrade it so we can also magma the other sections as needed.

Quote from: Zanzetkuken The Great on August 09, 2016, 10:27:13 pm

Quote from: ApatheticExcuse on August 09, 2016, 10:05:21 pm

Whether or not they were truly as terrifying as required to justify the holocaust that had occurred here is something better left to men more philosophical than I to determine.

I can't wait until he comes across the fact that the annihilation he knows about is merely the latest one rather than the only one.

Well most of them were accidental dwarfite smeltings. One was intentional.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **August 11, 2016, 10:27:07 pm**

Quote from: KingMurdoc on August 10, 2016, 06:23:03 pm

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Quote from: Zanzetkuken The Great on August 09, 2016, 10:27:13 pm

Quote from: ApatheticExcuse on August 09, 2016, 10:05:21 pm

Whether or not they were truly as terrifying as required to justify the holocaust that had occurred here is something better left to men more philosophical than I to determine.

I can't wait until he comes across the fact that the annihilation he knows about is merely the latest one rather than the only one.

These. Quote bank. Congrats.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **August 11, 2016, 10:50:18 pm**

Quote from: DolosusDoleus on August 11, 2016, 08:57:52 pm

when does the game calculate last reported population? Is is done automatically or is it done when the dwarven caravan comes?

When the Dwarven caravan leaves, your population at that moment (as well as the death counts over the past 5 years, which itself "rolls over" at the 15th of Timber) is sent to your civilization and is used for all subsequent migrant waves until the next caravan.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Arcvasti** on **August 12, 2016, 12:48:33 am**

Quote from: Quietust on August 11, 2016, 10:50:18 pm

Quote from: DolosusDoleus on August 11, 2016, 08:57:52 pm

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So if you magma the caravan before it leaves, no one will know that your fortress is a death-trap? Got it.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **August 12, 2016, 06:33:27 am**

Quote from: Arcvasti on August 12, 2016, 12:48:33 am

Quote from: Quietust on August 11, 2016, 10:50:18 pm

Quote from: DolosusDoleus on August 11, 2016, 08:57:52 pm

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So if you magma the caravan before it leaves, no one will know that your fortress is a death-trap? Got it.

Almost - when calculating your target population, it uses normal death counts reported to the Mountainhomes, but Noble death counts are taken **directly from your fortress**, yet another instance of Monarchy (and Nobility in general) travelling faster than the speed of light.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **August 12, 2016, 06:41:17 am**

Quote from: Quietust on August 12, 2016, 06:33:27 am

Almost - when calculating your target population, it uses normal death counts reported to the Mountainhomes, but Noble death counts are taken **directly from your fortress, yet another instance of Monarchy (and Nobility in general) travelling faster than the speed of light.**

You read Pratchet?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **August 12, 2016, 06:22:16 pm**

Quote from: Gwolski on August 12, 2016, 06:41:17 am

Quote from: Quietust on August 12, 2016, 06:33:27 am

yet another instance of Monarchy (and Nobility in general) travelling faster than the speed of light.

You read Pratchet?

No, but I'm familiar with that quote because it's been discussed previously in the context of Dwarf Fortress.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Gwolski** on **August 13, 2016, 03:11:25 am**

Oh. Well, I recommend that you read some of his books. They're quite good!

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **August 14, 2016, 05:05:10 pm**

Sooooooooo howisthefortressdoing?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **August 16, 2016, 08:05:15 pm**

ApatheticExcuse has elected to be skipped. The save shall be passed along to NCommander.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **August 16, 2016, 09:42:07 pm**

I live and I'm up for a turn. But I'm not sure which is the most recent save. Is it the gwolski save with just two of us remaining?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **August 16, 2016, 10:12:30 pm**

If this fortress is in dire need of another overseer, I *might* be willing to take a turn. While I don't have much experience in the way of narrative/storytelling, I *do* have a great deal of experience with playing version 0.23 (and might be able to help get this fortress back on the road to recovery) and I'm 99% guaranteed to not have any scheduling problems.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **NCommander** on **August 16, 2016, 10:30:45 pm**

Quote from: Quietust on August 16, 2016, 10:12:30 pm

If this fortress is in dire need of another overseer, I *might* be willing to take a turn. While I don't have much experience in the way of narrative/storytelling, I *do* have a great deal of experience with playing version 0.23 (and might be able to help get this fortress back on the road to recovery) and I'm 99% guaranteed to not have any scheduling problems.

You're completely welcome to have my slot as its only been one completed turn since I lit the place on fire. I would **love** to see what you would do with a 23a fortress.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **August 16, 2016, 11:11:49 pm**

Quote from: Quietust on August 16, 2016, 10:12:30 pm

If this fortress is in dire need of another overseer, I *might* be willing to take a turn. While I don't have much experience in the way of narrative/storytelling, I *do* have a great deal of experience with playing version 0.23 (and might be able to help get this fortress back on the road to recovery) and I'm 99% guaranteed to not have any scheduling problems.

Take it. I'm excited to see what you can do with the place.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **August 21, 2016, 06:55:58 pm**

Soooooooooooooooo...

Quietust (I'm assuming that you have the save), how would you rate the fortress state of affairs?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **Quietust** on **August 21, 2016, 09:35:09 pm**

Quote from: DolosusDoleus on August 21, 2016, 06:55:58 pm

Quietust (I'm assuming that you have the save), how would you rate the fortress state of affairs?

I don't have the save - where can I get it?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**

Post by: **DolosusDoleus** on **August 22, 2016, 12:07:54 am**

Quote from: Quietust on August 21, 2016, 09:35:09 pm

Quote from: DolosusDoleus on August 21, 2016, 06:55:58 pm

Quietust (I'm assuming that you have the save), how would you rate the fortress state of affairs?

I don't have the save - where can I get it?

Ah shoot. Whoops.

Here you go. (<http://dff.d.bay12games.com/file.php?id=12271>)

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **August 22, 2016, 08:12:32 pm**

It looks like a total mess - it's the beginning of Spring, and there are only 2 living dwarves in the fortress. However, the Mountainhomes **are** aware of the low population (they last received communication in Autumn 1063), and a migrant wave **is** scheduled to arrive on the 1st of Felsite, but they won't make it unless the Goblins are eliminated in time (a siege is scheduled to arrive on the 15th of Granite, just one day after the Elven caravan).

[edit] Note that I technically haven't yet agreed to play a turn - I'm just examining what I might potentially be up against.

Also, any reason why that save download includes a second copy of itself from a week prior?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **August 23, 2016, 03:22:18 am**

Goblins,eh? Magma lever.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **August 23, 2016, 06:31:17 am**

Also, that save is from over a month ago - haven't several people played turns since then, or were they all aborted?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **NCommander** on **August 23, 2016, 10:11:25 am**

Quote from: Quietust on August 23, 2016, 06:31:17 am

Also, that save is from over a month ago - haven't several people played turns since then, or were they all aborted?

We had several aborted attempts at turns. The last completed turns were mine and then Gwolfski's. I played 1062, Gwolfski should have played through 1063, so the current save should be 1064, but I can't check it right now.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Namlet** on **August 23, 2016, 11:51:15 am**

Long-time lurker here. Just wanted to say that this is possibly one of the greatest train wrecks I have ever seen a succession game become without being destroyed. Props to all of you.

Also, when/if the fort becomes functional again, dwarf me as Namlet.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **August 23, 2016, 12:29:05 pm**

Quote from: Namlet on August 23, 2016, 11:51:15 am

Also, when/if the fort becomes functional again, dwarf me as Namlet.

WHAT DO YOU MEAN WHEN/IF IT IS FUNCTIUONAL!?!?!?

ITS COMPLETELY FINE!!!!

WE SURVIVED LIKE 5 SIEGES! IS THATY NOT FUNCTINALK!?!?!?!?!

yeah, i see what you mean

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **August 23, 2016, 09:15:16 pm**

I tried playing long enough to get the migrants to arrive, but once they showed up, I simply lost it - everything is a complete and total mess, and I can't tell where anything is, let alone what actually needs to be done. I'm usually used to managing **working** fortresses, not utter disasters like this. I'd try and rebuild this one, but I simply don't have the patience.

You're on your own.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **August 23, 2016, 10:10:21 pm**

Quote from: Quietust on August 23, 2016, 09:15:16 pm

I tried playing long enough to get the migrants to arrive, but once they showed up, I simply lost it - everything is a complete and total mess, and I can't tell where anything is, let alone what actually needs to be done. I'm usually used to managing **working** fortresses, not utter disasters like this. I'd try and rebuild this one, but I simply don't have the patience.

You're on your own.

Sadness. I'll let KingMurdoc take a turn now, since NCommander's last turn was too recent.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **August 23, 2016, 10:23:16 pm**

can someone repost whatever link is correct?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Gwolfski** on **August 24, 2016, 04:39:16 am**

http://dffd.bay12games.com/file.php?id=12271

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Zanzetkuken The Great** on **August 24, 2016, 10:28:53 am**

Quote from: Quietust on August 23, 2016, 09:15:16 pm

I tried playing long enough to get the migrants to arrive, but once they showed up, I simply lost it - everything is a complete and total mess, and I can't tell where anything is, let alone what actually needs to be done. I'm usually used to managing **working** fortresses, not utter disasters like this. I'd try and rebuild this one, but I simply don't have the patience.

You're on your own.

Curious, what exactly was it you were looking for at the time that wound up pushing you over the edge?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Dozebôm Lolumzalis** on **August 24, 2016, 04:02:28 pm**

Sorry guys, I was busy. And then away for a week at camp.

I'd be willing to do another turn of this, if nobody else is up at the moment. Might not be able to go for a whole turn, though - school's coming up quickly. Still, better half a year than nothing, right?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **August 24, 2016, 06:03:18 pm**

you could take my spot, i'm kind of exhausted

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **August 24, 2016, 06:10:56 pm**

Quote from: Dozebôm Lolumzalis on August 24, 2016, 04:02:28 pm

Sorry guys, I was busy. And then away for a week at camp.

I'd be willing to do another turn of this, if nobody else is up at the moment. Might not be able to go for a whole turn, though - school's coming up quickly. Still, better half a year than nothing, right?

Go for it.

Quote from: KingMurdoc on August 24, 2016, 06:03:18 pm

you could take my spot, i'm kind of exhausted

Shall I tack you on to the end of the turn list, or just remove you outright?

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **Quietust** on **August 24, 2016, 06:25:20 pm**

Quote from: Zanzetkuken The Great on August 24, 2016, 10:28:53 am

Curious, what exactly was it you were looking for at the time that wound up pushing you over the edge?

It started when I realized that there were 19 nobles that needed rooms, with a small number of existing rooms that might meet part of their demands.
Then I tried to find somewhere to build the farm plots, realizing that they were a long way away from the relevant stockpiles.
Then a strange mood happened that needed crystal glass, and I tried to figure out where to put the necessary workshops (a magma kiln and an ashery), at which point I discovered a back entrance into the fortress that had been infiltrated by kobolds (by which they stole THREE artifacts) and realized that the whole fortress was a complete and total disaster.

I normally exhibit certain levels of OCD when designing fortresses (planning in advance the locations of workshops, stockpiles, dining rooms, sleeping quarters, noble rooms, etc.), and with 23a it's driven into complete overdrive due to the fact that many mistakes are **permanent** (floodgates and wells leave Channels behind and thus cannot be replaced, excavated walls cannot be replaced because there's no Constructions, and careless irrigation can permanently flood a farming area *or even the entire fortress*).

I thought I would be able to overcome it, but I was wrong.

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **KingMurdoc** on **August 24, 2016, 09:10:09 pm**

remove me for now, i'll step in if we get a lack of players. . . so reserve list, I guess? iunno

i'm running on far too little sleep at the moment

Title: **Re: !!THROWBACK FORTRESS!! (A Succession Game... in v0.23a???)**
Post by: **DolosusDoleus** on **August 27, 2016, 02:57:49 pm**

poke

Dozebom, you have the fort, right?

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | WANTED: SOME NEW OVERSEERS)**
Post by: **DolosusDoleus** on **August 31, 2016, 02:23:14 pm**

...okay then. NCommander, you want another turn?

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | WANTED: SOME NEW OVERSEERS)**
Post by: **NCommander** on **September 01, 2016, 07:29:35 pm**

This isn't a good time because I'm currently driving cross-country with a friend and I have very limited game time. If its still available when I get to New York in 5 or so days, I'll grab it then.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | NEW OVERSEERS DESPERATELY NEEDED)**
Post by: **DolosusDoleus** on **September 04, 2016, 04:44:46 pm**

Hrrm, let's see whether this works...

ATTENTION ALL BAY12ERS! NEW OVERSEERS FOR BOARPAINTS GET A FREE KITTEN! THIS IS NOT A TRICK! SIGN UP NOW!

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | NEW OVERSEERS DESPERATELY NEEDED)**
Post by: **Waistcoats** on **September 04, 2016, 05:50:50 pm**

I get the sense this is against my better judgement, but I can certainly give it a go!

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | NEW OVERSEERS DESPERATELY NEEDED)**
Post by: **Quietust** on **September 04, 2016, 09:57:01 pm**

In an effort to better understand the mess of levers in this fortress, I've written a DFHack-23a plugin lever_links (http://www.qmtpro.com/~quietust/df/lever_links.plugin.dll) to display trigger linkages while in BuildI[t]em mode - when viewing a building's contents, select a mechanism and it will print the name of the linked building (and flash it if it's on-screen) and give you the option to [z]oom to it (with the cursor positioned so you can zoom back again).

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | NEW OVERSEERS DESPERATELY NEEDED)**
Post by: **Fleeting Frames** on **September 04, 2016, 10:23:26 pm**

That's unexpected and great. Does it work both ways?

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | NEW OVERSEERS DESPERATELY NEEDED)**
Post by: **Quietust** on **September 05, 2016, 07:43:30 am**

Quote from: Fleeting Frames on September 04, 2016, 10:23:26 pm
That's unexpected and great. Does it work both ways?
If by "work both ways" you mean "query levers to find targets *and* query bridges/floodgates/etc. to find levers", the answer is Yes.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | NEW OVERSEERS DESPERATELY NEEDED)**
Post by: **DolosusDoleus** on **September 05, 2016, 04:56:30 pm**

Waistcoats: Feel free to take the save and give it a go! It should be the most recent one located in the turn list.

Also: Hooray for DFHack plugins! All praise Quietust!

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | NEW OVERSEERS DESPERATELY NEEDED)**
Post by: **pikachu17** on **September 07, 2016, 01:01:04 pm**

Can I have a turn? of course, considering I haven't played 2d DF before today, I am going to probably destroy the fortress. but, hey, alcohol explosions and guts everywhere are just part of a working fort, right?

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | NEW OVERSEERS DESPERATELY NEEDED)**
Post by: **DolosusDoleus** on **September 07, 2016, 06:35:26 pm**

Quote from: pikachu17 on September 07, 2016, 01:01:04 pm
Can I have a turn? of course, considering I haven't played 2d DF before today, I am going to probably destroy the fortress. but, hey, alcohol explosions and guts everywhere are just part of a working fort, right?

Of course you can! Considering that waistcoats hasn't responded, you can take the save right now.

It is here: LINK (<http://dff.d.bay12games.com/file.php?id=12271>)

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | NEW OVERSEERS DESPERATELY NEEDED)**
Post by: **Quietust** on **September 07, 2016, 07:21:00 pm**

Be warned, though: there are only 2 living dwarves, and it'll be 2 months before migrants arrive (assuming the Goblins send babysnatchers instead of thieves just after the Elven caravan).

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **DolosusDoleus** on **September 11, 2016, 10:06:53 pm**

Okay. This has now officially come to the point at which I am now completely unable to figure out what to do next. I absolutely cannot pester people at this point, because I'm at best able to devote time to the forums every 4-5 days because of college.

Combined with the fact that the chances of fortress salvage are extremely slim at this point, it is with a heavy heart that I am forced to bring !!THROWBACK FORTRESS!! to an end. Sorry everyone.

I'll be typing up a conclusion to the saga of Boarpaints once I get the time to do so.

And one last thing: I do plan to start !!THROWBACK FORTRESS 2!! at some point in the future, although it will probably be next year. It will be in 40d, with a couple of special mods that I made earlier on. I'm sure that it'll be just as great as this fortress was.

I'll see you guys around.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **Zanzetkuken The Great** on **September 11, 2016, 11:09:53 pm**

We ended with only two people left alive right?

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **Gwolfski** on **September 12, 2016, 01:14:34 am**

Quote from: Zanzetkuken The Great on September 11, 2016, 11:09:53 pm
We ended with only two people left alive right?
Yep.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **Zanzetkuken The Great** on **September 12, 2016, 01:18:30 am**

Quote from: Gwolfski on September 12, 2016, 01:14:34 am

Quote from: Zanzetkuken The Great on September 11, 2016, 11:09:53 pm

We ended with only two people left alive right?

Yep.

Whelp, we can tack on another similarity to Boatmurdered, then.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **NCommander** on **September 12, 2016, 08:01:35 pm**

I suppose it's fitting I survived until the end of Boarpaints. I did burn the place down. I do have some spare time TBH, I could write a final conclusion to close this out this weekend if people want.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **DolosusDoleus** on **September 12, 2016, 09:17:24 pm**

Quote from: NCommander on September 12, 2016, 08:01:35 pm

I suppose it's fitting I survived until the end of Boarpaints. I did burn the place down. I do have some spare time TBH, I could write a final conclusion to close this out this weekend if people want.

That would actually be pretty cool if you could. I'm still planning to write something up that would tie this into the next fort, so I'll try to tie what you write into my own thing.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **NCommander** on **December 26, 2016, 02:15:41 am**

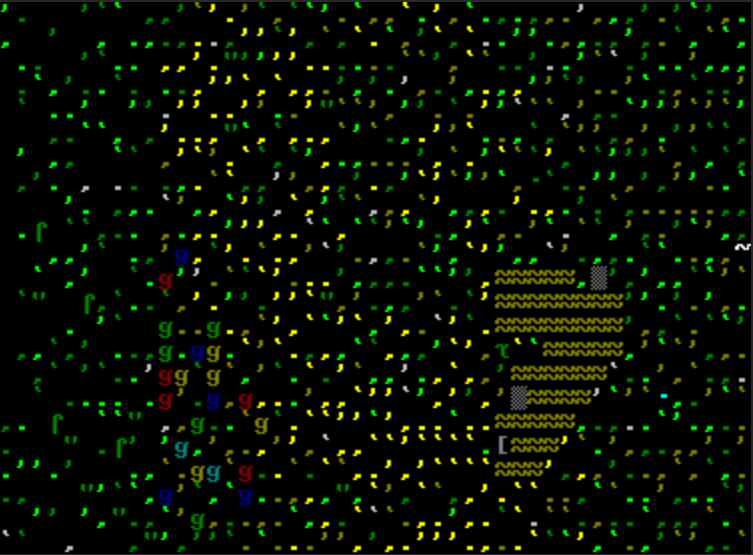
OOC: I promised a finale and I'm writing it now

This is a scorched masterwork journal owned by Kol 'NCommander III' Uristlaven. It contains the final records of Boarpaints

I don't know how long it's been. Me and Iden remain the last two survivors after the great fortress fire, and the purging of the nobles. Ever since that rent in time, I can't help but think that something has gone wrong with the world.

| City Dustiklogem, "Boarpaints" | | | | 1st Granite, 1064, Early Spring | | | | | |
|--------------------------------|---------|-------|-----|---------------------------------|---------|------|-----------------|---|------|
| Animals | Kitchen | | | Prices | Justice | | | | |
| Created Wealth: | | | | Population: | 2 | | | | |
| You need a Bookkeeper. | | | | Miners | ☹ | None | Axedwarves | ☹ | None |
| | | | | Carpenters | ☹ | None | Axe Lords | ☹ | None |
| | | | | Masons | ☹ | None | Swordsdwarves | ☹ | None |
| | | | | Trappers | ☹ | None | Swordmasters | ☹ | None |
| Trade Information: | | | | Metalsmiths | ☹ | None | Macedwarves | ☹ | None |
| | | | | Jewelers | ☹ | None | Mace Lords | ☹ | None |
| You need a broker. | | | | Craftsdwarves | ☹ | None | Hammerdwarves | ☹ | None |
| | | | | Nobles | ☹ | None | Hammer Lords | ☹ | None |
| | | | | Peasants | ☹ | None | Speardwarves | ☹ | None |
| | | | | Children | ☹ | None | Spearmasters | ☹ | None |
| | | | | Fisherdwarves | ☹ | None | Marksdwarves | ☹ | None |
| Food Stores: 924 | | | | Farmers | ☹ | 2 | Elite Mrksdwrvs | ☹ | None |
| Meat | None | Seeds | 366 | Mechanics | ☹ | None | Wrestlers | ☹ | None |
| Fish | None | Drink | 70 | Trained Animals | A | None | Elite Wrestlers | ☹ | None |
| Plant | 452 | Other | 36 | Other Animals | A | 9 | Recruits | ☹ | None |

Not a single dwarf has come since we reclaimed Boarpaints. Year after year, the goblins continue to siege us, only to be met at the hands of a fiery death. Iden and I have learned to cope, we've learned to grow, we survive.



I can't help but wonder what he thinks. Ever since the fire, he's been quiet and I often go days at a time without seeing his beard in the many hallways that make up Boarpaints. We've been underground for so long that we've lost track of the time.

'NCommander III' Uristlâven, Firestarterg
Iden Osoretur, Fire Survivor Load Stone Trap

"Iden, I'm going to leave. Try and find others, do you wish to come?"

He nods. We decided. We shall leave the cursed earth and find new grounds.

The next several pages are unreadable

Iden Osoretur, Fire Survivor cancels Eat: Interrupted by goblin Maceman.
Iden Osoretur, Fire Survivor cancels Eat: Interrupted by goblin Pikeman.
Iden Osoretur, Fire Survivor has bled to death.

A mistake ... as crossed the hills beyond Boarpaints, we found nothing but goblins, and other nightmares. We ran, but Iden was too slow. Sprinting into Boarpaints, I locked the doors behind me, and flooded the fortress. I stand alone.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **Fleeting Frames** on **December 26, 2016, 02:53:03 am**

Oh my.

Oh damn.

Was breeding the fort back up ever a possibility?

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **NCommander** on **December 26, 2016, 03:32:16 am**

The world still gets migrants, I actually got a batch not long after this update, but right now I'm *trying* to too deep the fortress and failing. I think the binary I have is patched to disable the too deep check. I'm reverting to a stock binary in an attempt to end throwback fortress and starting the 40d one.

EDIT: SUCCESS, I too deeped it. Final update coming

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **NCommander** on **December 26, 2016, 04:29:24 am**

Final Update

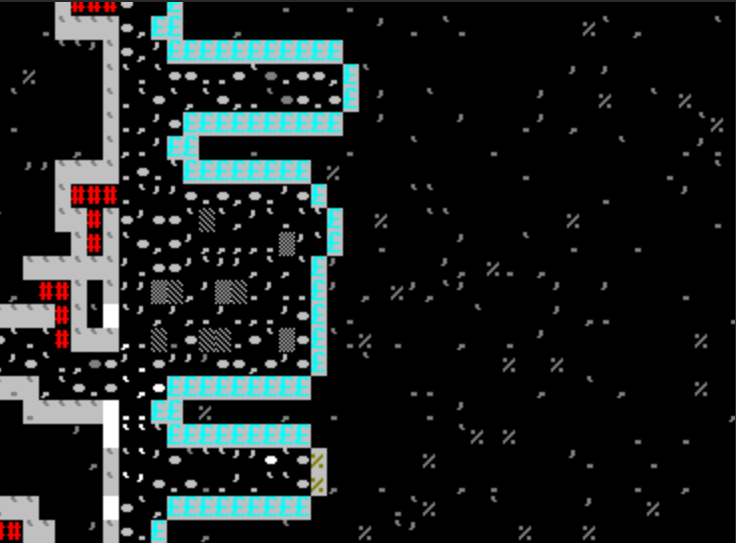
This is a scorched masterwork journal owned by Kol 'NCommander III' Uristlaven. It contains the final records of Boarpaints. It menaces with spikes of raw adamantine.

Tick, tock, tick, tock. I can hear the clock. Tick, tock, tick, tock.

As I walk these halls, I can smell the fumes of industry although I can hear the demons below.

I don't know how much time has passed, I don't know why I wander these halls in silence.

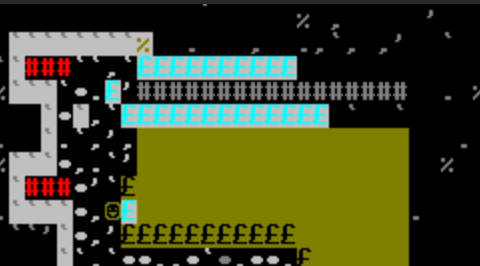
I don't know why I expose the vein I went so far to protect.



Tick tick tick goes the pick.

H miner has broken through to an expansive cave system.

Tock tock tock goes the clock.

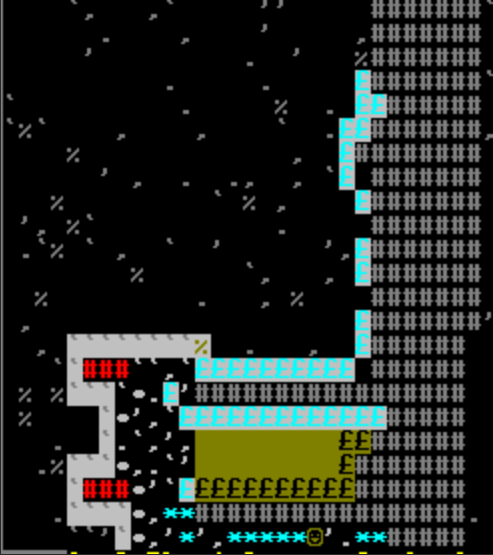


I can hear the whispers, of the witch, I can smell the smell of rot. Tick tick tick goes the clock, tick tick tick goes the pick.

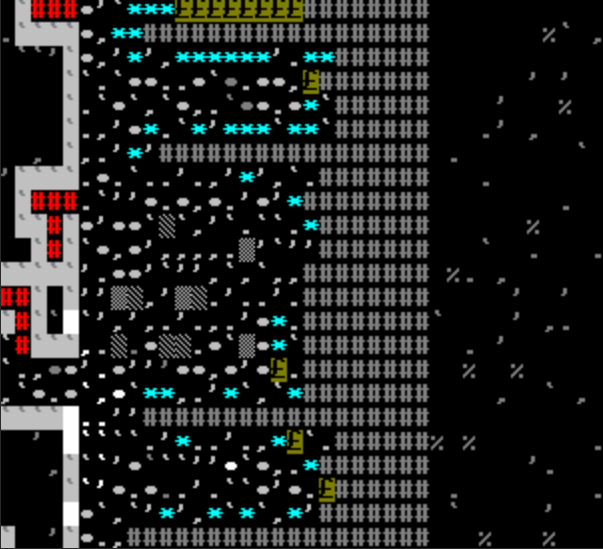


I know that time is but an illusion. We all exist in moments that are forever changing, mutating, and growing. In one world I died, in another I burned, and now? Now I seek it all. To know the **truth**.

Tick tick tick



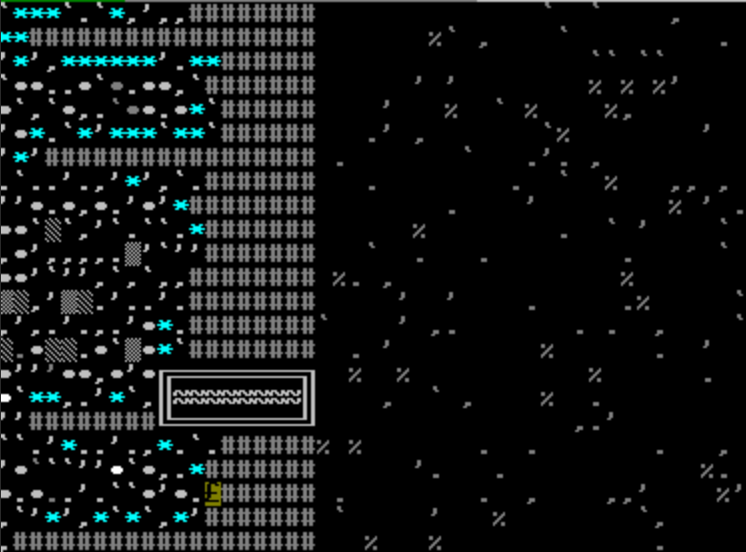
The clock strikes 12, the world still stands, more of the strains must go ...



Tick, tick, tick

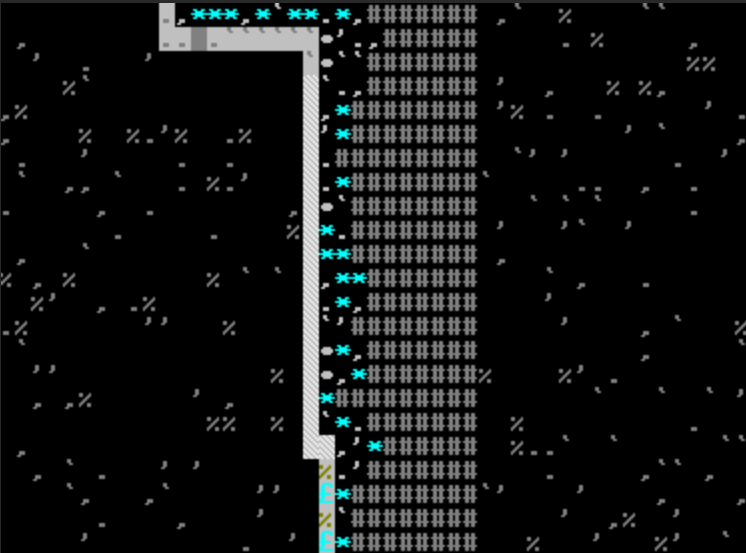
Tick, tick, tick

I wonder why those below do not join me in the world above. Perhaps they need an invitation to join thus on the surface above. Cobble, cobble, cobble, goes the bridgemaker.



Tick, tick, tick goes the clock.

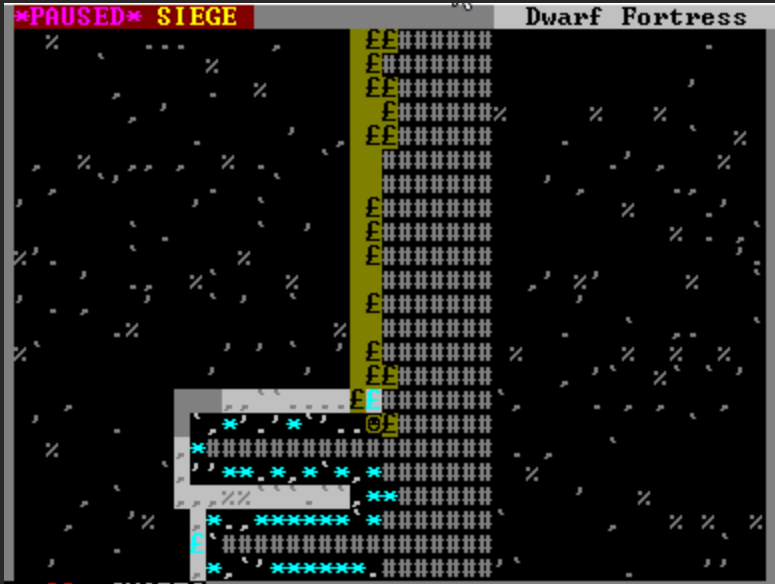
The clock strikes 3.



Tick



Tick

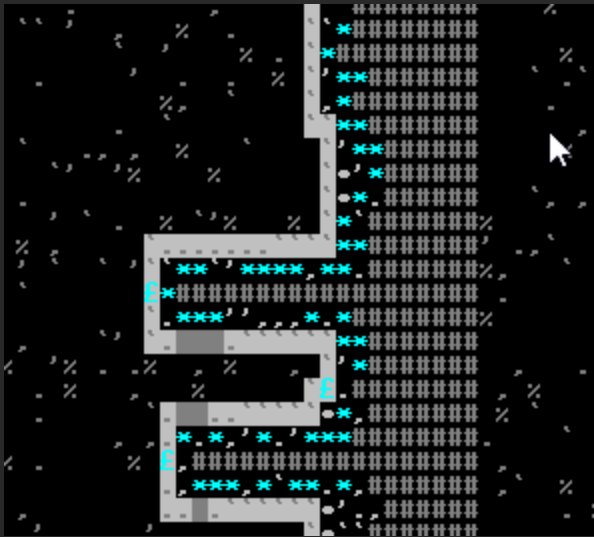


Tick

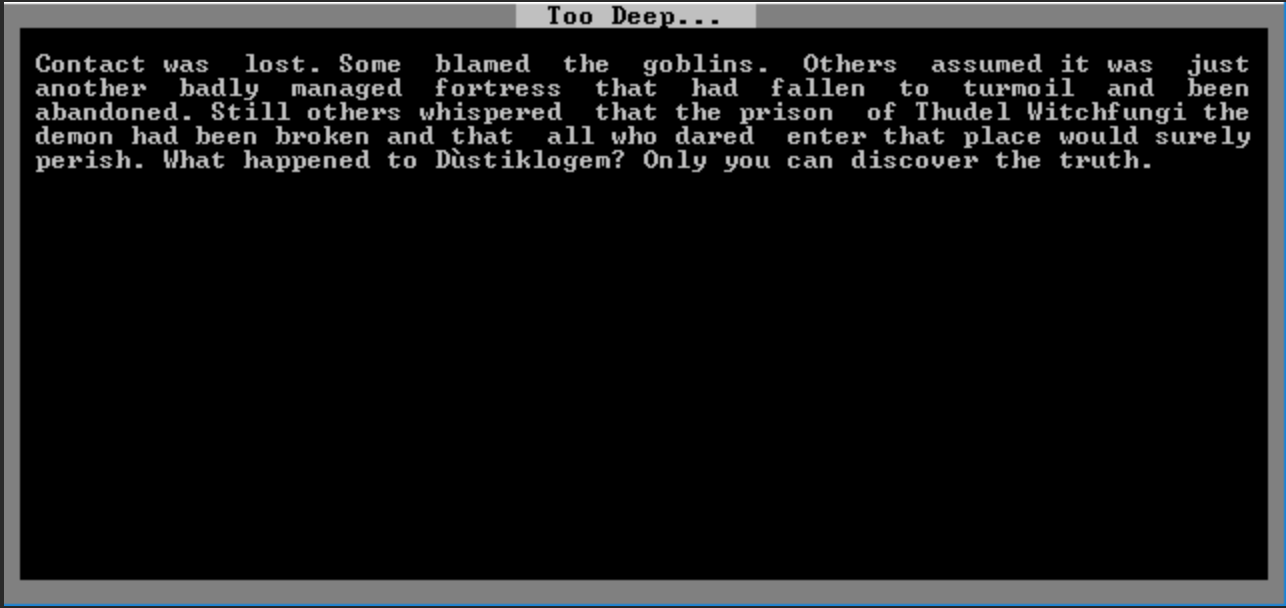
Tick, tick, tick, go my thoughts.

'NCommander III' Uristlâven likes Limestone, Sapphire, the color mint green, crescents and armor stands. When possible, she prefers to consume Dimple cup spawn. She absolutely detests toads. Of course, 'NCommander III' Uristlâven is enamored with the adamantine that the miners discovered.

Adamantine is all that I see.



Tick, tick, tick, the truth is here.



Tick, tick, tick, goes the clock at 3.

aplause

Well done.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **DolosusDoleus** on **December 26, 2016, 11:15:26 am**

A fitting ending really. Nice job!

Chapter 2 of Throwback Fortress: Dwarves Fucking Around in Time arrives in theatres this January/February people! Mods include dwarfite, !!special unicorns!!, and special races! Pre-order your tickets now!

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **Zanzetkuken The Great** on **December 26, 2016, 12:36:15 pm**

Quote from: DolosusDoleus on December 26, 2016, 11:15:26 am

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I'll take a turn. Maybe I can do more than only a couple of days this time.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **NCommander** on **December 26, 2016, 01:14:07 pm**

Quote from: Zanzetkuken The Great on December 26, 2016, 12:36:15 pm

Quote from: DolosusDoleus on December 26, 2016, 11:15:26 am

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I'll take a turn. Maybe I can do more than only a couple of days this time.

I'll be in for the 40d version. Wouldn't mind an ice biome though we should make sure we have the HFS for hiliary sake. Maybe help write some lore.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **Fleeting Frames** on **December 26, 2016, 02:47:17 pm**

Well, that felt like gravity.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **NCommander** on **December 26, 2016, 03:33:46 pm**

Tick Tick Tick Go The Souls Of Bay12.
Tock Tock Tock Comes the Squeal.
Cobble Cobble Cobble comes the mods of 40d.
Tick Tick Tick.

A soul is now mine

Tock, Tock, Tock, The Clock Strikes 3.

Glad I did justice to this fort

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **Gwolfski** on **December 26, 2016, 03:54:23 pm**

Nice to see you embracing insanity. Keep at it! ;D

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **NCommander** on **December 26, 2016, 04:23:24 pm**

Incidentally, here's the final save of the fort: <http://dff.d.bay12games.com/submit.php?action=message&fid=12626>

If someone wants to go roll up an adventurer and try to slay the demon, it might be a suitable epilogue.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **DolosusDoleus** on **December 26, 2016, 04:58:48 pm**

You know, I think imma take this save and kill the demon. I'm gonna see if I can come up with some lore for the next fort better than "lol space-time portal to the past".

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **Zanzetkuken The Great** on **December 26, 2016, 05:41:10 pm**

Quote from: DolosusDoleus on December 26, 2016, 04:58:48 pm

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Keep the portal, but imply something was behind it. Could use dialogue with the demon as one method of bringing it across. And you could have the adventurer come across post-overseership journals of some of the dwarves. I recall my dwarf was from the 2d world and was planning on investigating into why there were dwarves who thought in terms of z-levels, so his journal might be useful..

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | THE END OF BOARPAINTS)**
Post by: **NCommander** on **December 26, 2016, 10:42:23 pm**

Quote from: Zanzetkuken The Great on December 26, 2016, 05:41:10 pm

Quote from: DolosusDoleus on December 26, 2016, 04:58:48 pm

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I sort of like the idea that the demon I released into the world is pulling the strings across time and space. Essentially, events we do in the future lead to Boarpaints burning and insanity, while events in the past turn things forward. Though if you actually manage to slay the demon (which is hard; might want to build a fort to churn out candy equipment), then we can get into a Final Fantasy-like Time Loop.

Title: **Re: !!THROWBACK FORTRESS!! (v0.23a | FINALE COMING SOOOOOOOOON!)**
Post by: **DolosusDoleus** on **December 27, 2016, 02:54:13 pm**

...as it turns out, not only is killing the demon absurdly difficult, but so is getting to him in the first place. Damn spirits of fire keep eating my adventurers.